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COMPUTER AND VIDEO GAMES #192 NOV 1997

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LANGUAGE VERSION!

IONIS RAIDER 2

WE'RE THE FIRST MAG IN THE WORLD TO REALLY PLAY IT! GAMING'S HOTTEST STARLET IS BACK (NOT JUST FRONT).

SEE WHY TOMB RAIDER 2 IS BETTER THAN A POKE IN CHA

P78 FORMULA 1 '97

YOU CAN BECOME ONE OF THE WORLD'S TOP DRIVERS IN THIS SEASON'S MOST POWERFUL CARS. AND LISTEN TO MURRAY WALKER SQUAWKING THROUGH IT ALL.

84 HEXEN 2

SHIVER TO THIS QUAKE-STYLE SWORD 'N' SORCERY SEQUEL. BIN YOUR ROCKET LAUNCHER AND UNLEASH THE POWER OF THE DARK ONES!

NINTENDO 64

56 GOLDENEYE

IT'S LESS PUSSY GALORE AND MORE UZI-A-BLAZIN. THE GAME'S BOND - JAMES BOND. ON NINTENDO 64 WITH A WALTHER PPK TRAINED ON YOU.

68 TIME CRISIS

THE ULTIMATE SHOOTING GAME, PACKING ITS OWN PRECISION PLAYSTATION PIECE. WE INTERROGATE MAKERS NAMCO, AND DRAW OUR BEAD ON THE FINAL PRODUCT.



FREEPLAY

FREE 16 PAGE PULL-OUT



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HAVE YOU GOT AN IDEA FOR THE GREATEST GAME EVER? TELL THE WORLD!

DRAWINZ WOT YOU DUN

PROOF THAT YOU LOT ARE TOTALLY PSYCHO! FEAST YOUR EYES ON THIS MONTHS PILE.



PLAYERS GUIDE

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emap. images

MY DAD'S GONNA BITE ME

ell you what you want from a game, in case you haven't given it thought lately.

You want surprises, first of all. The only reason you got yourself interested in games is because you were surpised by how exciting they are. Whichever one it was that caught your eye, it was amazing enough to get your full attention.

You want a game to retain your interest. It's so annoying when a game becomes super boring after the initial 'wow' wears off. Worse than that, you get a game that's over before reaching its full potential.

You want friends to get into your favourite new thing too. Kind of embarrassing when everyone is over to check out the cool game you just bought, and says 'what else have

you got?'. Come on, it's happened at least once!

But what you really really want from a game is something else. For it to be something else. Like you just couldn't have predicted the effect it would have. And that's the kind of game we're starting to see emerge from the best developers, that will see us through Christmas and into the new Millenium. (PaRappa, we salute you!)

You should respect Spice World from Sony as being something more than a gimmick. It represents a freedom that has been missing from our scene for beyond too long. Here's to whoever can surprise with, maintain, and get everyone in on another fun bandwagon that only video games can roll out. Paul

HMV/GVG CHALLENGE NO.2 RAISES THE ROOF

rowds gathered in London on 20 September to witness the N64 Lylat Wars showdown at HMV Games. Twelve of the UK's finest players braved the Battle Royal mode in Lylat Wars, watched by a gathering of rowdy fans.

The people making the most noise represented Sky TV, who

The Challengers, plus some weirdo in an orange jacket.

Tip: Practice looking

were there especially to cover the event. Rik Henderson, presenter of The Computer Channel, generated enough excitement to power the entire Trocadero. Everyone in London's premier entertainment centre would have heard when the last Arwing was gunned down! Embarrasing for



'I only lost because

the loser. A real thrill for the winner.

And the guy with his finger on the trigger was Ben McBean from

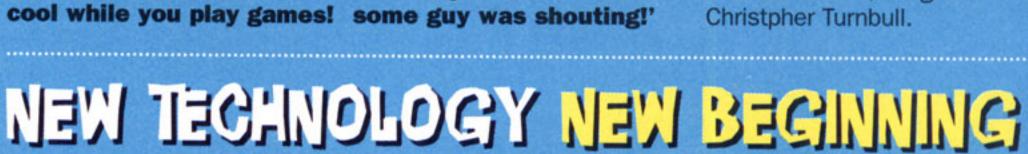
Wellingborough. Ben made it into the final along with his mate Arron. Kind of suspicious, but it made for great TV. Ben and Alan denied it, but they definite-

ly went all out to remove the other finalist from the arena before concentrating on each other. In the end it was Ben who got the Nintendo 64 Pod, with a crate of great games.

Ben, we know you're reading this. And we know your Mum buys CVG and brings it home for you. Now everyone else knows it too. Maybe you can't even tie your own shoelaces, but you pilot an Arwing like a demon. So congratulations, and enjoy the Pod.

Roll on Tomb Raider 2 in December - it's gonna be even bigger. Everyone, make sure you enter. You stand a good chance against Ben if you can eat solids with a knife and fork.

Many thanks to Nintendo for providing the Pod, and runnersup prizes of Pocket Game Boys. And thanks to all the runners up for turning up: Stephen Wake; Anthony Lee; Stephen Dyson; Matthew Lambourne; Barry Sheils; Robert McNelly; Gavin Catherall; Greg Ihantenko; Robert McMannon, and Christpher Turnbull.



here used to be a time when CVG readers could judge the success of a machine on the fact that it was the latest and therefore greatest. Like 3DO. Like Philips CDi. Like Atari Jaguar. Like... obviously things have changed.

But not by much. As anyone who owned a Super NES will tell you, Nintendo's machine was technically the best you could buy. Yet players in America and Europe bought into the image Sega Mega Drive projected, and choice of games. Only in Japan, where the games market already knew and loved Nintendo, did the Super NES (Super Famicom) rule supreme.

The current champion is Sony PlayStation. Not just in one territory, Sony have managed to get the entire world to value PlayStation. And not because of the hardware - PlayStation earned its respect by supporting the widest selection of great games with the coolest image to support them. We're happy to go along with the existing machine for however long, so long as the great games keep coming.

Sega maintain their reputation for the greatest arcade games around. It would be awesome to take

House of the Dead home for the Weekend; Play Virtua Fighter 3 the way AM2 intended (still one of the most beautiful games that exists). Sega have officially released details on their new games system, to be launched in 1998. From what we hear, it has the power to make even their most amazing arcade games look dated. Big news!

Or, 'Big deal'?

CVG loves Sega. We know they have the right people to make a difference with 'Dural'. Question is, how much has the world's perception of video games changed. Are you buying into an image or the experience?

Full details on Sega's newest games machine can be found in news, starting on page eight.

CVG RATING SYSTEM



Pure magic, enough to make a grown man cry. Every game which hits the High Five is essential. Let there be no doubt, this is depth and vision beyond belief.



Usually the highest we feel confident awarding a game. Ranks among the best in its field, or surprises us with elements of well implemented originality.

Something you may want to own, as opposed to renting out for a couple of days. Here is a quality, entertaining game to suit most tastes. Good, but not great.

Unlikely to be especially original, or overflowing with exciting features - there are better examples available. Or else this is a clumsy attempt at a new concept.

Almost a flat-liner, it's so lifeless. You'll be wanting to exchange this for something else straightaway. Save yourself the bother by avoiding in the first place.

FAIR COMMENT

Hold onto your solicitors. Apparently, so long as we put this little box here, CVG can get way with saying exactly what it likes, when it likes, in the manner it likes, and for ever! Just to make it clear that everything written in CVG is based on our own personal opinion. Fact boxes which head the reviews comprise

of information from the relevant companies, or is to the best of our knowledge. Also the news section of the magazine is full of information which we have found to be true, and is correct at the time of going to press. Basically if we say it's good, we think it's good. And when we say it's crap, we honestly think it's crap. We don't have any big organisation breathing over our shoulders influencing review scores or anything sordid like that. We're clean! Long live the truth!



NAME

THE GOLDEN JOYSTICK AWARDS

THE 1997 GOLDEN JOYSTICKS AWARDS SPONSORED BY HMV AND IN ASSOCIATION WITH NINTENDO 64 AND SONY PLAYSTATION



topdogforgames

PlayStation

NINTENDO⁶⁴

PlayStation |

Nintendo

LAST CHANCE TO VOTE

his is the last time we're gonna print the entry form for The Golden Joystick Awards, 1997. Making this your last chance to vote for your favourite games, and games-related people. All the categories listed below are pretty self explanatory - if you're not sure, refer back to a September or October issue of CVG for help. By the way, Magazine Catagories are there for you to judge games coverage in all the EMAP games mags, not just CVG. Go for it! There's the chance of winning a large screen TV worth £1000. Plus four runners-up will receive HMV vouchers to the value of £100.

★ SOFTWARE CATEGORIES

BEST-LOOKING GAME (1)	
BEST-SOUNDING GAME (2)	
FAVOURITE GAME CHARACTER (3)	
PLAYSTATION PLUS BEST PLAYSTATION GAME (4)	
SEGA SATURN MAGAZINE BEST SATURN GAME (5)	
NINTENDO MAGAZINE BEST NINTENDO 64 GAME (6)	
MOST ORIGINAL GAME (7)	+
CVG BEST PC GAME (8)	
CVG GAME OF THE YEAR (9)	

★ MAGAZINE CATEGORIES

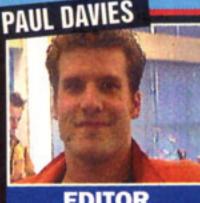
BEST-LOOKING PAGES (10)		
SCOOP OF THE YEAR (11)		
BEST REVIEW WRITER (12)		
* GAMES INDUSTRY CATEGORIES		
BEST AD (13)		

BEST AD (13)	
BEST DEVELOPMENT TEAM (14)	
BEST SOFTWARE HOUSE (15)	

AGE

* SEND ALL ENTRIES TO: GOLDEN JOYSTICKS COMPUTER AND VIDEO GAMES 37-39 MILLHARBOUR, ISLE OF DOGS, LONDON, E14 9TZ.

TEL. NO



EDITOR

- FINAL FANTASY VII
- PARAPPA THE RAPPER FINAL FANTASY TACTICS
- SF COLLECTION **VAMPIRE HUNTER**

ad. No. Yes! No. No. Yes, alright. But only because he works on CVG. Ever see John Carpenter's remake of The Thing? Being exposed to CVG is a lot like the alien in that. Sit in the same room for too long, and you get posessed. To most people, an office is a place of work. On CVG the office is a living shrine to video games. Every piece of paper. Each pen and pencil. The very tables and chairs ooze video games. It's only a matter of time before everybody feels the benefit.

TOM GUISE



DEP EDITOR

- PARAPPA THE RAPPER
- **FINAL FANTASY VII**
- QUAKE
- **TIME CRISIS GRAND THEFT AUTO**

om just discovered The Skatingboard - a clever little device, which is a cross between roller-skates and a surf board. Its intended use is for personal transportation that can be easily carried and stowed away. Trust our Deputy Dirt Bag to find a neat way of transforming an otherwise practical accessory into a statement of lifestyle. Would you believe that Tom is now perfecting Skating-board stunts, which include lunging from the board with arms flung behind like a swallow.

ED LOMAS



SENIOR WRITER

- HEXEN 2
- FINAL FANTASY VII SHADOW WARRIOR
- GOLDENEYE

d, or 'Mr Lively', has been surfing the net, listening to Pink Floyd, And that's about it. Oh no, he's been playing Hexen 2 as well. And that's it. Oh, no... oh... and Ed's had to do some Street Fighter EX (Plus Alpha!) screen shots. Or 'grabs' as we like to call them. Just a little CVG secret for you there. Let's see, have we got any more? How about Ed Lomas wears the same pair of jeans and trainers to work every day. Every day. Imagine that. Yes and we have to sit near the dirty beggar.

STEVE KEY

SENIOR STAFF WRITER **CURRENT FAV GAMES:**

- GOLDENEYE
- DARK REIGN HEXEN 2
- WORLDWIDE SOCCER
- **ACE COMBAT 2**

censored
censoredcensored
censored
censoredcensored
bloody disgraceful behaviour!

ALEX HUHTALA



STAFF WRITER **CURRENT FAV GAMES:**

- **FINAL FANTASY VII**
- **GRAND THEFT AUTO** TOMB RAIDER 2
- COOL BOARDERS 2 TOP SKATER

employed by the Hyper Interactive Digital Galaxy to make earth groovy. Most times Alex is invisible in the shadows, like some kind of space ninja. Suddenly there he is with an opinion. Always a very cool opinion, which tends to raise the shackles of our first Senior Writer (Edl) who doesn't see cool, just fact. You should be here for arguments along the lines of 'yes, but it's sort of cool', 'no it's not, it's just rubbish.' These happen at least once a week on CVG.

on't disturb him...DON'T disturb him.

If you see Jaime in the street don't disturb him, he's memorising thou-

sands of trivia questions in preparation for

the weekend pub quiz. His team have won twice now, and... grief it's almost too boring

e've figured it out. Alex Huhtala is

JAIME SMITH

ART EDITOR

SF ZERO 2 DASH

TOP SKATER STEEP SLOPE SLIDERS SUPER SF2 TURBO

to write, let alone read. Can't Jaime think of anything else to do with his spare time! We really need your help with this one, goodness knows we've tried our best. Anyone got any suggestions? Address them to the Editorial section. PARAPPA THE RAPPER

TONY CORMACK

DESIGNER **CURRENT FAV GAMES:**

- TOP SKATER
- TEKKEN 3
- WIPEOUT 2097 • TOMB RAIDER 2
- ROBBIE WILLIAMS

irst in the queue when the metabolism drives were handed out. Tony just returned after another long holiday, the second in as many months! No wonder he's so charged (somehow the rest of us seem to be missing something. Can't quite place it though...). Latest Cormack news is that he is famed for his bony ass. Not sure what particular skills he is fond of practicing with his pointed posterior (Hole punching? Lawn ventilating? Ice Pick?) but it keeps his mates amused for hours.

NE SE



are even developing a keyboard, mouse

Other names on the Dural specs

list include Hitachi, whose latest SH-4

128-BIT MACHINE REVEALED TO DEVELOPERSI

chip is the machine's main processor.

as its twin-CPU, however the SH-4 -

which isn't even in producion yet - is

far more powerful, especially for 3D

tasks. Sega have confirmed that the

processor isn't 64-bit at all, but in fact

as the new graphics chip for Dural. And

indeed the PowerVR2 is on the specs.

Capable of generating 1.5 million poly-

gons-a-second, Sega sources claim that

on paper Dural could outdo their Model

As with Saturn, Sega are using

Yamaha for their sound chip again. The

tracks simultaneously. That's enough to

new processor can generate 64 voice

play a fully-digitised small orchestra.

Other vital elements of the

machine include its custom CD drive

a modem may be built-in. Following

modem would seem a necessity.

which is said to have dual-density com-

patibility, allowing it to play normal CDs

or special super-density Dural CDs. Also,

Sega's experience with the NetLink and

the obvious future of on-line gaming, a

3 coin-op. The machine is supposed to

run in high-res mode as standard.

NEC's PowerVR was being touted

The Saturn used two of Hitachi's SH-2s

and modem for it.

128-bit!

SEE/A

SEGA'S SUPER-CONSOLE IS COMING!

sega's new console definitely exists
- at least on paper - as proven by
the appearance of its developer
manuals. And from the look of it, this
machine is going to be a powerhouse!

For months there's been speculation over Sega developing a new machine. All of which reached boiling point in August, when The 3Dfx Company declared they were seeking legal advice after Sega pulled out of a contract to use their technology in the new system. Now there's finally solid evidence of Sega working on a new console – developers have received programming kits, complete with user manuals showing the machine's incredible specifications!

OUTDOES MODEL 3 COIN-OP ON PAPER!

Sega have previously admitted to exploring new technology from other companies (3Dfx being one of them), however the big-league names on the spec list for Dural (the prototype name for the new Sega console) are impressive. First up are Microsoft, who are said to be developing their WinCE Operating System for it. Not only will this make it easier to develop games for the console (especially from arcade machines planned to use the same OS), but it is also intended for non-gaming utilities. Sega intend Dural to be far more than just a gaming machine, and

YAMAHA HITACHI Microsoft





SEGA STILL DEDICATED TO SATURN!

All this talk of a new Sega machine may leave Saturn owners concerned, however Sega have been quick to dispel any fears. The head of Saturn development, Mr Hideki Okamura, explained that R&D began developing the Dural immediately after Saturn went on sale – in the same way Saturn development began straight after the Mega Drive's release.

He also gave an insight into their unrevealed Christmas line-up, promising to "eclipse 1995's strongest line-up in history" which included *Virtua Fighter 2, Sega Rally* and *Virtua Cop.* Sega are set to hold 'Digital Circus '97' at six locations in Japan in early November, where new software announcements will be made. Saturn games to beat *VF2* and *Sega Rally?* What could they be...

SET FOR AUTUMN '98 RELEASE!

Sega are planning to get Project: Dural out for this time next year, however they need a strong game line-up for its launch. In-house development is no doubt underway, although rumour has it Sega have farmed out some of their big coin-op titles. Names like Lobotomy have been suggested for AM1's House Of The Dead, and Core Design are said to be doing AM2's Scud Race after impressing Sega with a demo version. Other third parties have either received early development kits (with final versions scheduled for February '98) or been told to start work on Pentium 200 PowerVR PCs. It seems that the Microsoft operating system allows easy porting of code from Pentium PC to Dural!





AM3's incredible Model 3 game *The Lost World*.

Amazing looking as it is, Dural has the capability to perfectly reproduce this game – at least on paper!

Scud Race, Virtua Fighter 3, we could have them all!

PROJECT DURAL: THE SPECS

Here's the specifications of Sega's new Dural system, as printed on Next Generation's website. This is said to be the most accurate version of the machine's innards, as shown in current developer manuals.

MAIN PROCESSOR: Hitachi SH-4 200 MHz CPU GRAPHICS CHIP: PowerVR2 (Highlander)

SOUND CHIP: Yamaha ARM7-based ASIC MAIN RAM: 8 Megabytes

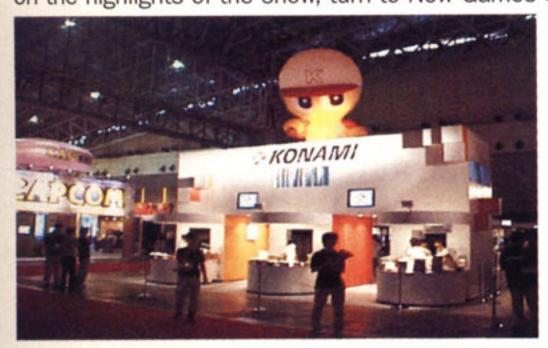
VIDEO/TEXTURE RAM: 8 Megabytes

AUDIO RAM: 2 Megabytes CACHES: 8k instruction/16k data/128K CD ROM buffer

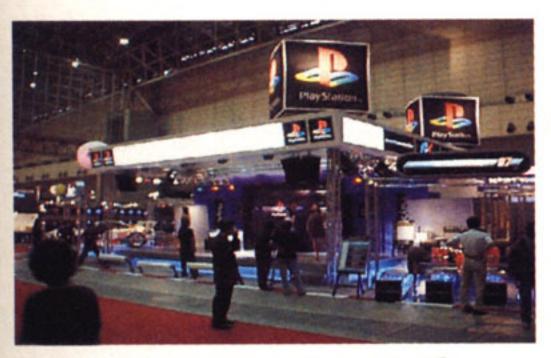
MODEM: Modem card (possibly PCMCIA based)
OUTPUT: VGA and 640x240 anti-aliased RF

CD ROM: Custom dual format

Over the three days, more than 140,000 gamers braved the scorching sun to wait for hours to get into Japan's biggest game show ever. The Tokyo Game Show: Autumn '97 was held at the Makuhari Messe from Friday 5th to Sunday 7th September. This time the show was over 50% bigger than the one held in Spring, which would make it the largest computer game show in the world! There were over 100 companies exhibiting over 500 games, many of which were never seen before. For a report on the highlights of the show, turn to New Games on page 94.



 Konami were the biggest exhibitor of the show. They had loads of games, which included Metal Gear Solid. There were massive queues to get into the booth!



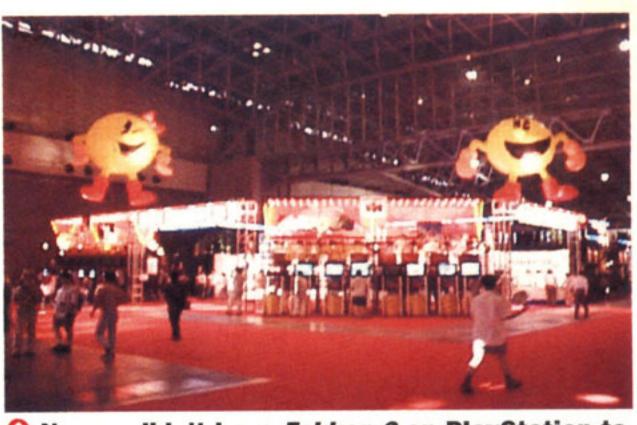
Biggest queue of the show to get the Chocobo piggy bank from Squaresoft. Chocobos are the cute birds in recent Final Fantasy games. Our man went the distance and bagged us a bird with a slot in its head.



Crash Bandicoot was caught wandering about the Sega stand, and arrested by Sega staff. This extraneous error has been widely reported by the specialist Japanese press. Outrageous!



Japanese players are still going mad for this game: Toki Meki Memorial from Konami. Punters queued for two hours just to get in the Toki Meki merchandise shop. A long wait for a bunch of cute anime dolls and stuff!



Mamco didn't have Tekken 3 on PlayStation to demo, though it was heavily rumoured to be there. They did, however, run a Tekken 3 Arcade competition which created some excitement. Namco's biggest attraction was their Tales Of Destiny RPG. A mysterious corridor led to free demos of the game, and was packed!



Biggest game of the show? That would be Capcom's Biohazard 2 (Resident Evil 2). On the Capcom stand there was a Biohazard 2 movie theatre, with room for 70 people to sit down. The show featured a pulsating red light, then dry ice billowing from the front row. A man dressed as zombie policeman covered in blood did a comedy stumble for all to see before dropping his hat and staggering off!

THE HMV/CVG CHALLENGE IS NOW! PRELIMINARY ROUNDS

Starting this month is the HMV/CVG Challenge, a longrunning series of events designed to give UK players the chance at fame and fortune. The gist is this - Play the latest, greatest game well enough to get your face in CVG and walk away (more likely stagger) with £8000 of coinoperated hardware! More specifically, prove you're the best on Rage Racer and win a Time Crisis coin-op!!

Anyone who wishes to enter must fill in the form printed here, you can photcopy it if you prefer, and take it along with them to the nearest Challenge Site. Full details of the first HMV/CVG Challenge are on pages 38-39.

One last thing, you may want to take a decent photo of yourself along to the Preliminary Rounds. If you qualify for the final, we'd like to show your face in CVG next issue!





1. Glasgow Argyle Street 2. Liverpool 3. Manchester 4. Birmingham High Street

CHALLENGE SITES

5. Newcastle 6. Croydon

7. Reading

8. Leeds

9. Southampton

10. London, Trocadero Centre

11. Blackpool

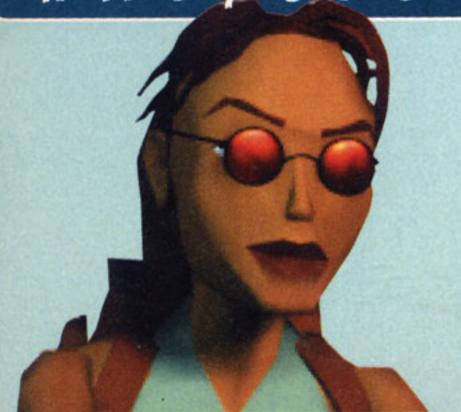
12. Gateshead, Metro Centre

13. Hanley, Potteries Centre

14. Birmingham, Fort Retail



CHALLENGE



My name is:

My Address is:

My home telephone number is:

My age is:

IMPORTANT!

No purchase necessary. If you are under 16, an adult must be able to accompany you to the final. Normal competition rules apply. Photocopies accepted. EMAP IMAGES and HMV cannot accept any responsibility for any entrants into any of the challenges, this remains the responsibility of the parent or guardian.

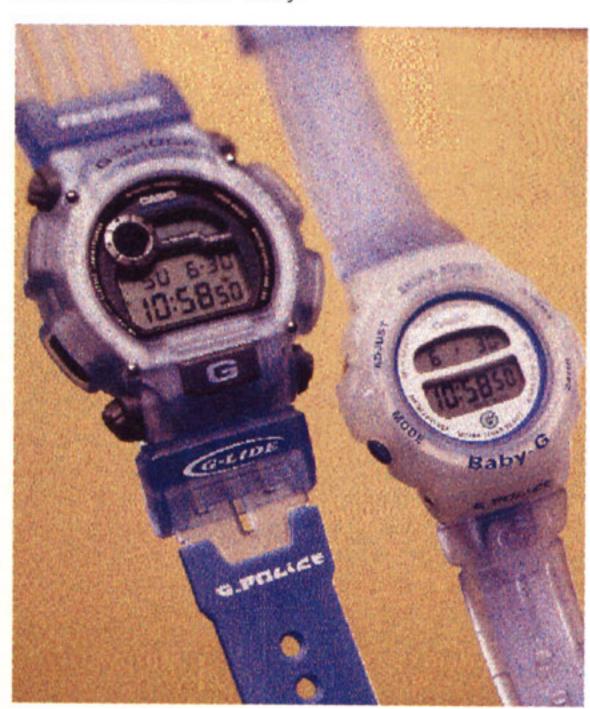
TOKYO GAMES

HOW REPORT! THE HMV CHALLENGE!

TOUR

G-POLICE G-SHOCK ROCK!

Psygnosis, developers of the PlayStation game G-Police, have teamed up with Casio to make a special G-Police watch! There are only 400 in the world, so don't expect to get one wrapped around your wrist so easily. The limited edition collection is split between 330 G-Shocks, and 70 Baby-Gs. You don't need us to tell you that these are highly collectible, and only the largest stockists of Casio G-Shocks are likely to have one (the London G-Shock centre is expected to be the most likely place). But Psygnosis claim that Casio may consider producing more G-Police G-Shocks if demand is high. The solution: get down to your nearest stockist and demand like crazy!



DUKE NUKEM IN MY POCKET!

Looks like videogame-themed action figures could soon be all the rage – starting wih Duke Nukem 3D: The Action Figure. Made by US-based ReSaurus

Company Inc (responsible for the Lost World finger puppets), it's available via the Internet as a limited edition collectible. The Duke figure includes all the character's trademark weapons plus a PC CD-ROM containing demos from game creator 3D Realms. In addition, playsets and vehicles are promised for early '98.



Meanwhile, Toy Biz (responsible for the Spider-Man toys) have secured the licence from Capcom to produce Street Fighter VS X-Men and Resident Evil figures! The X-Men VS Street Fighter figures come in twin-packs (one mutant and one martial arts type) and include clip-on weapons, cut-out backgrounds and videogame tips. On the horror front, Toy Biz will be supporting the Resident Evil movie (due out next year) with six initial toys based on Capcom's successful shock-fest.

city). Bet you didn't know that Los Angeles is floating above some kind of giant volcanic lake? Well, you'll be happy to find out when a vent in the earth's crust spews molten lava all over the joint.

Will Tommy Lee Jones find true love amid this terrible disaster? We don't sare. But we do

Will Tommy Lee Jones find true love amid this terrible disaster? We don't care. But we do care about you winning these prizes. So, just tell us who's got the worst case of acne on CVG. Answers on a postcard, or sealed-down envelope to PIZZA FACE! CVG, 37-39 Millharbour, Isle-Of-Dogs, London E14 9TZ





The Volcano Survival Pack: A bag; torch; T-Shirt, and some trousers. Totally guaranteed NOT to save your life if you get caught in a Volcanic eruption.

SMOULDERIN' 20TH CENTURY FOX GIVEAWAY!

Twentieth Century Fox have limited edition Volcano Survival Packs to give THREE lucky CVG readers. They're doing this, of course, to promote the new action movie Volcano! Case you didn't know, Volcano is the film destined to make last year's Dante's Peak look boring.

Plot details. Tommy Lee Jones (star of The Fugitive, Under Seige, and Batman Forever) is emergency chief of Los Angeles (a big American

MONTHLY TOP TEN CONSOLE GAMES

TRY OUT ALL 3 GAMES MACHINES AT COMET GAME ZONE

NINTENDO: 64

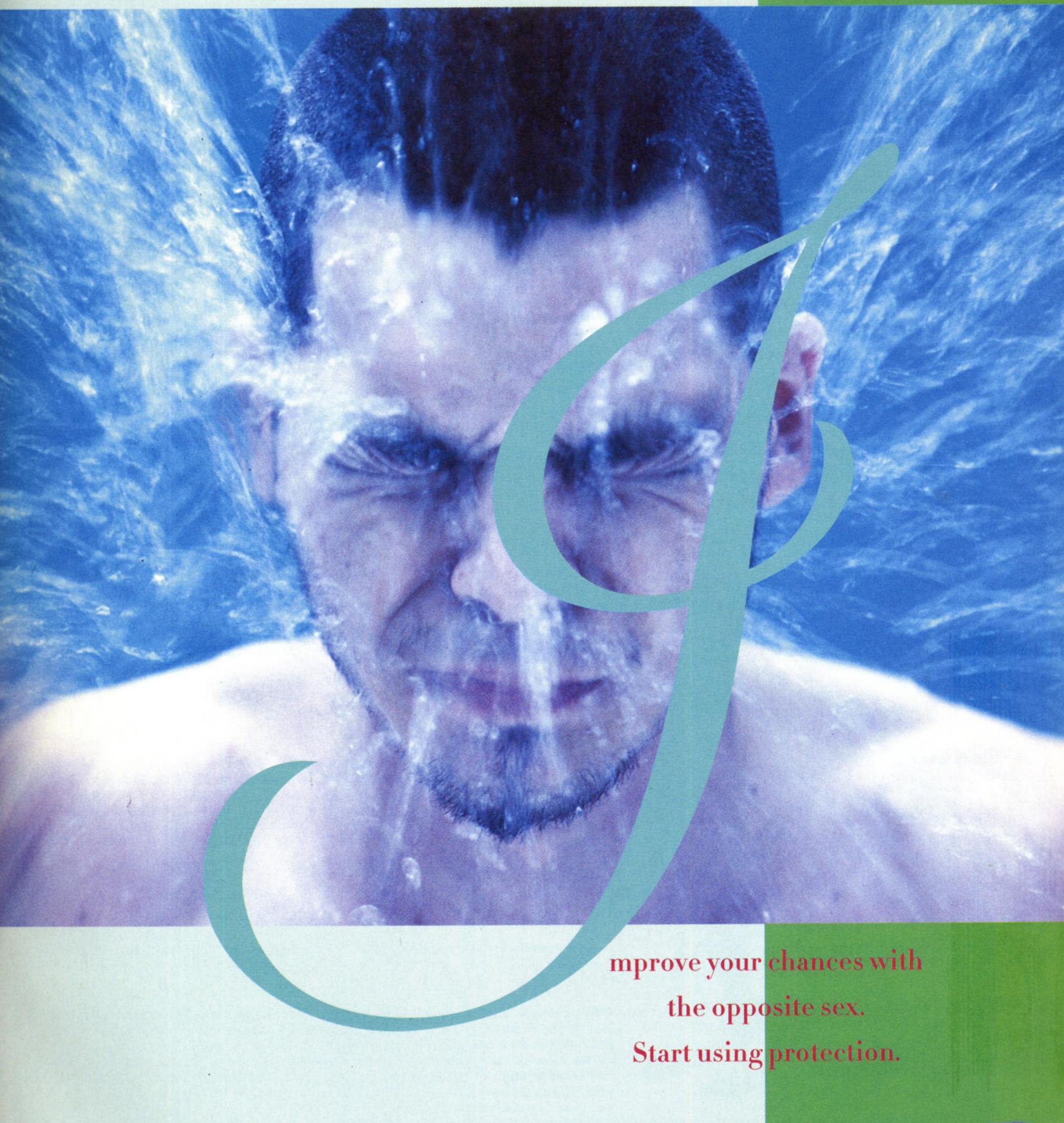
- 1 MARIOKART 64
- **₹** 2 SUPERMARIO 64
- SOCCER 64
- NEW 4 SHADOWS OF THE EMPIRE
- NEW 5 TUROK: DINOSAUR HUNTER
- 1 6 KILLER INSTINCT GOLD
- 7 WAVE RACE 64
- 8 PILOTWINGS 64

PlayStation...

- NEW 1 V-RALLY
- 2 INTERNATIONAL SUPERSTAR SOCCER PRO
- 3 RIDGE RACER PLATINUM
- WORMS PLATINUM
- NEW 5 TEKKEN PLATINUM
- NEW 3 AIR COMBAT PLATINUM
- NEW 7 DESTRUCTION DERBY PLATINUM
- 8 TOMB RAIDER
- PORSCHE CHALLENGE
- 10 SOUL BLADE



- 1 SONIC JAM
- 2 SEGA RALLY
- 3 FIGHTERS MEGAMIX
- 4 SONIC 3D BLAST
- 5 TOMB RAIDER
- 6 AMOK
- ATHLETE KINGS
- 1 (8) MANX TT
- 9 WORLD SERIES BASEBALL 2
- 10 DESTRUCTION DERBY



The daily wash that helps prevent spots before they start.



COMPUTER AND VIDEO GAMES, 37-39 MILLHARBOUR,

THE ISLE OF DOGS,

LONDON EI4 9TZ

WE DON'T DO PERSONAL REPLIES. JUST IN CASE YOU WERE THINKING ABOUT IT. SORRY.

MAILBAG.CVG@ECM.EMAP.COM



ome rules, letters people: Stop calling PlayStation 'PSX', it makes us squirm. Stop trashing

the N64, you're way too premature. And, Saturn owners please, find something else to chew other than Fighters-sodding-Megamix!

Apart from that, this is the best MailBag yet. Better than Star Fox 64 being re-named Lylat Wars anyway. Opinions please to the usual address.

OUT OF THE KNIFE DRAWER INTO THE PEDDLE BIN

Dear CVG. When you reviewed Tekken 2/Soul Blade, I think you were comparing them to the Virtua Fighter series on the Saturn. If you were this is totally unfair since the PlayStation does not have any kind of VF game available for it. You should have awarded them both High Fives due to this fact. In future you should compare it to the same genre on the same system not on rival machines. Perhaps a box of some kind saying so in your reviews would give the impression of a more neutral viewpoint. [Also] why don't you have a readers Top 10 of games per system in the run up to Christmas? Also the top game for a genre - ie

RPG, Beat 'em ups, etc. **Christopher Evans, Bilston**

CVG: You're sharp Evans.

Perhaps too sharp for your own good. We rated Tekken 2 and Soul Blade individually as games. The Tekken versus VF argument is too downright subjective for us to get involved anymore. Reader charts you can find in FreePlay every month. The other ideas you mentioned we're looking into.

CENSORSHIP SORE

Dear CVG

I've just read an interview about the Nintendo 64 version of Duke Nukem 64 and I'm not happy. It seems we are back to the bad old days of Nintendo Mortal Kombat censorship, as DN64 has undergone the same fate. I thought the ratings system implemented a few

years back solved this problem, but no. Unless you are under the age of twelve, buy a PlayStation.

Yours sincerely,

S.P. Cavanagh

CVG: Well, you don't have to take Cavanagh's advice but he does have a point.

TOO MUCH COLA Dear CVG,

Some snapperhead from the Lara-company asked a name for theeee Lara-thing. I'll tell you who she is. She is Krista Allen. And why? Because she has big jugs. I mean.. her boobs are huge.. I mean.. I wanna squeeze them.

TB

CVG: ...



Dear CVG.

About Tom Bryden's letter in #189. I like the Tekken games, but they are in no way as good as the Virtua Fighter games. You're arguing with people who review games for a living, if you think you could do better write your own mag.

From Peter Jopson, Accrington



CVG: Yeah, Bryden.

MUCHO LETTER

How about a nice big Lara poster hey?

Matthew Maber, Fareham

MISTER FAMOUS ON

Dear J Tillbrook of Sheffield,

You know how to talk complete bull ****, don't you? You are just a complete belk, and I hope we never have to read your incessant ramblings ever again.

By the way, if anyone noticed my picture in CVG in the August issue, and went to check out my webpage, you probably failed. That is because I (DaFishsta of AOL, as you knew me) am no longer on AOL, but Compuserve, and my page will soon be going up there. Me and the "ManWhoCould-but-doesn't-quiteknow-how" are now off AOL, so any mails will not reach us there... Sorry, people.

Ian Fishwick

Fishsta@compuserve.com

ERM... SHA' AP!

Why do you go on about piracy being a bad thing and that you're completely against it, but when I flick through your magazine, there are advertisements for 'backup devices', 'N64 Doctors' and such like? If I ever were to want a backup unit, the first place I'd look is your magazine.

"gusto" <hoang@dircon.co.uk>



CVG: The guy who booked those ads doesn't work here any more.

SHA' AP! SHA' AP! SHA' AP!

CVG over-hype games. Not so much that you over-hype them, but are always making silly (or ignorant) mistakes which is simply due to too much opinion and not enough facts. When CVG had a feature on what the best games machine will be, you said the PC because of 3Dfx and other various reasons, which is all very well. But last issue at the SONY section of the E3 report you clearly stated that the PlayStation was THE format. Although, how could the PS be THE format when it hasn't

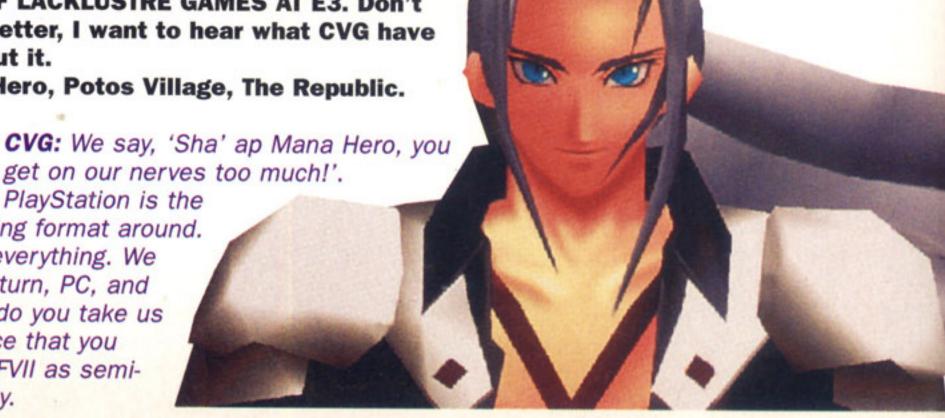
got (and I quote from a CVG review of Mario 64) 'The Greatest Videogame Ever'? One semi-revolutionary game like Final Fantasy VII and CVG go bonkers over the format despite the EXTREME AMOUNT OF LACKLUSTRE GAMES AT E3. Don't trash this letter, I want to hear what CVG have to say about it.

The Mana Hero, Potos Village, The Republic.



CVG: We say, 'Sha' ap Mana Hero, you get on our nerves too much!'.

biggest-selling format around. In spite of everything. We still love Saturn, PC, and N64. What do you take us for?! It's nice that you recognise FFVII as semirevolutionary.



YOUR OPINION AND SOME

STOPPIT PLAYSTATION

Dear CVG,

I am a massive Nintendo fan and I own a N64. But I am very worried about the PlayStation. As I flicked through your E3 report (issue 190) I noticed that all the big games are going to the PSX, the majority of companies are announcing there games for the PSX and not for N64. For example Final Fantasy VII looks like it will obliterate Zelda 64, also there is Metal Gear Solid, Tomb Raider 2, Street Fighter EX, Resident Evil 2, Tekken 3. None of these are coming to the N64.

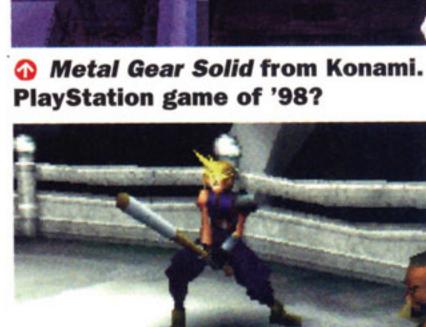
I thought that when the N64 came out it would eclipse everything else. The N64 has been out for about six months now and there is only about 10 games available. Okay there are a lot of good games out, but not enough! This Christmas we will be overrun by PlayStation games. Also Nintendo need to improve the appearance of their games,

people see amazing FMV intros on PlayStation games and think "Wow!" Then they see the Mario 64 intro (which is crap compared to the Tekken 2 one) and they aren't impressed. The PlayStation is about to hit warp speed and the N64 is in

David Jones, Sheffield



CVG: Played Goldeneye yet David?

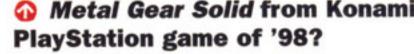


Final Fantasy VII from Square. PlayStation game of '97!

179/2125 280 m

77/1621 293







enough to defeat PlayStation?

MR J.TILBROOK VERSUS THE FIGHTERS MEGAMIX FANS SECTION

Barret

Tifa

Dear CVG,

Who the hell rattled J. Tilbook's cages? You complete t****r. all you need to say was: 'I don't like it'. Instead, you rattle on and on with this unimportant b*****s. Can't you leave Mail Bag open to decent notes?

A. Nony Mouse, Dulwich, London

Dear CVG,

J. Tilbrook is a lifeless nob goblin who has found it necessary to bring sadness to my otherwise joyous life with his useless moanings and petty insults.

Simon Jarvis, Oldham, Lancs



Dear CVG

J. Tilbrook, what the hell are you chatting about? Fighters Megamix is pure magic. Ok, the graphics aren't up to the standard of Soul Blade or VF2 and the detail is poor. But it has gameplay to die for. People don't need your stupid advice.

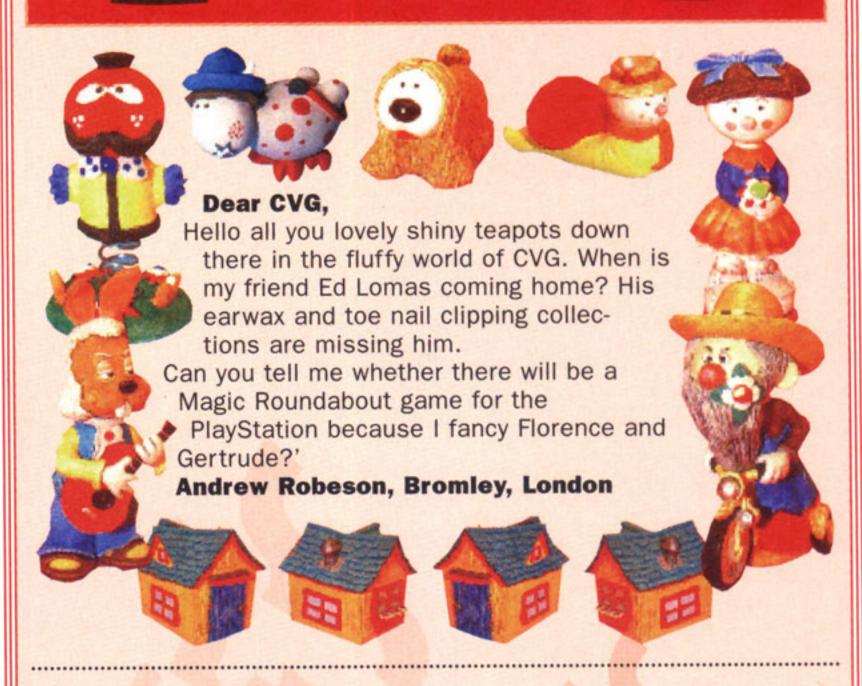
Mike Denby, Madchester.

Dear CVG,

Mr Tilbrook can only learn moves that involve pressing two buttons at the same time. He has no right to have his lame opinions in your magazine.

J. Tonvang, Norway.

RANDOM MAIL BAG DROPPINGS



Dear CVG,

CVG is a games magazine, not a place to put Manga. That would be like putting flower arranging articles in a heavy metal magazine. Mark Higgins, Romsey, Hants





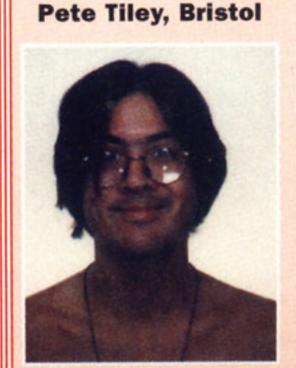
Dear CVG.

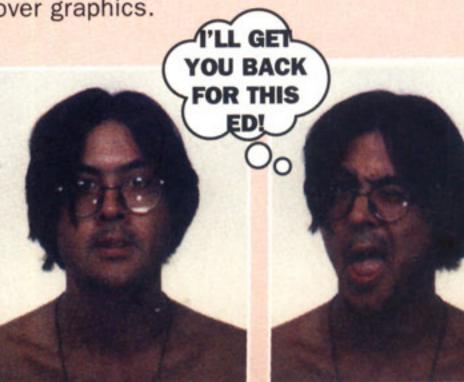
Put the Apple Mac in your mag! For years, games developers have shunned this poor, underrated machine but no longer shall the humble Mac be treated as muck and be forced to take second place to the increasingly overrated PC. The recent introduction of Mac clones and the formation of the Mac OS Entertainment Software Association along with the imminent release of nearly 50 great new games including Myth, Quake2 and Riven means the Mac deserves coverage in your magazine.

Dear Tom at CVG

Please do all

committed gamers a favour, sell your Saturn to someone who cares about gameplay over graphics.





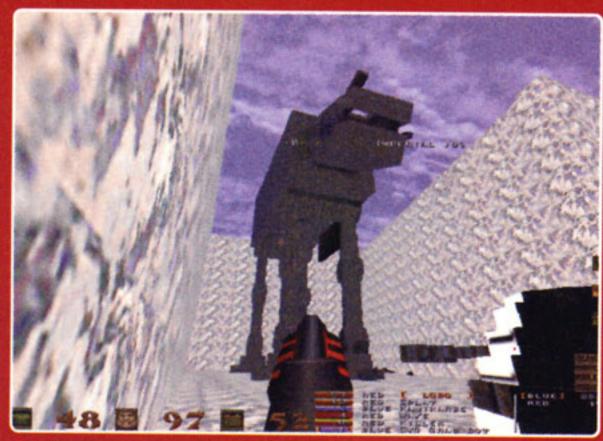
nfortunately we've not got much space for CVG World this month, but it's better than nothing so quit moaning. Next month we'll certainly have more stuff - EMAP Images' own web page will be up and running, including (finally) CVG's page! Get ready for Game-Online! Until then, let us know about your favourite sites by Emailing us at evg.world@ecm.emap.com. Merry surfing, cyber-buddies!

QUAKEWORLDI PARTY TIME! EXCELLENT!

HTTP://WWW.QUAKESPY.COM

As you know, QuakeWorld is the way forward for online gaming, which is our excuse for playing it so much. It's developing all the time, and the latest version is the best yet.

The new code means that you don't need to have a big chunk of the screen covered with your status bar. Instead, everything is displayed with small HUD symbols up the side. Much better. Also, people are getting understandably bored of the original levels and are constantly creating new add-ons. There are lots of Capture The Flag servers running now, many with all-new weapons and power-ups. There are even themed games, including one with a series of Star Wars levels (Hoth, Bespin, Tattoine) with movie sounds (Ben telling you to "Use the Force...") and new graphics. It makes the standard Capture The Flag more fun when it's the Empire attacking the Rebel base from their AT-AT! It makes internet Quake even more fun than before, and without your precious statistics to worry about you can just enjoy yourself!



↑ You can use your grappling hook to get up and into the cockpit of the enormous AT-AT.





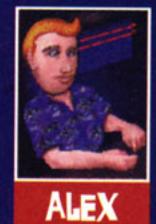
↑ The sniper rifle takes a long time to reload in between shots, but can take other players down in a single hit! Hopefully Jedi Knight: Dark Forces 2 will be a bit like this. But much better.



HTTP://WWW.ON-LINE.CO.UK

We've already covered On-Line's Iron Wolves in CVG World, but now their avatar-based chat area Talking Heads is getting under way. An avatar is basically a symbol representing you while you chat, but Talking Heads lets you create pretty much whatever you want. In Talking Heads you can choose your avatar's hair, eyes, nose, mouth and body to make them look just like you, if you so desire. There are three

different areas in which to chat - the Pub, Beach and Club - with enough versions of each to fit everyone who wants to join in the conversation. As you chat, your text appears in a speech bubble and your avatar reacts to the way it's written. For example, an exclamation mark at the end gives them an excited look. It adds a lot to the feel when you have some idea of another person's personality through their avatar. You can find out more about Talking Heads from On-Line's page (www.on-line.co.uk) and have a go for yourself. At the moment it's still testing and doesn't require membership, though you're likely to get hooked. See you there!



ED

JAIME

STEVE





VIRTUAL CYBERHIGHWAY SPACE WEBI

ANDY WATTS' SONIC PAGE HTTP://DSPACE.DIAL.PIPEX.COM/ WATTS/ANDY/

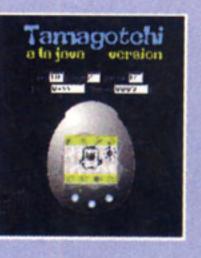
Take a look at Andy's Sonic the Hedgehog page and you'll see how much of a fan he is. You can download all sorts of Sonic bits and pieces for your PC, and read all about Sonic and his games.

ARJAN'S ULTIMATE GAMES PAGE HTTP://WWW.GEOCITIES.COM/ TIMESSQUARE/ARCADE/2290

Arjan Van Rossen is a shrine to his favourite games -Duke Nukem 3D, Blood and the like. Includes levels to download as well as an FAQ on editing levels.

VORTEX GAMING ONLINE HTTP://VOR.TEX.SIMPLENET.COM/

Following the success of his fanzine GamesPlayer which we featured in FreePlay, Barry Lewis got himself a job working on Vortex Gaming! The site is very professional and covers all major games systems.





UNOFFICIAL TAMAGOTCHI WEBSITE HTTP://WWW.GEOCITIES.COM/TIMESSQU ARE/CASTLE/1999/TAMAHOME.HTML

Someone known as "Sad" wanted to let everyone know about this fantastic Tamagotchi page. Not only does it have all the info you could possibly want, but it also has a Java Tamagotchi for you to use! Sad warns against joining the mailing list as you'll receive about 350 Emails a day. Cheers.

RUNE WALSH'S ESPER MANSION HTTP://MEMBERS.WBS.NET/ HOMEPAGES/R/U/N/ RUNEWALSHALGOESPERJITML

Jason Kinnison-Holmes (aka Rune Walsh - AlgoEsper) runs a webpage dedicated to his favourite video games character, Rune Walsh from Mega Drive Phantasy Star 4. It's brilliantly presented and fans of PS4 will love it.

COSMIC CASTROLOVA HTTP://WWW.NDIRECT.CO.UK/ -DARKSTALKER/

Christopher J. Wood runs two excellent games pages -Saturnpolis and PlayStation Playaway. Both have up-to-date news and reviews and a good sense of humour. We like.



Here's how PlayStation Playaway announced Spice World. Better hope the lawyers don't see, eh Chris?



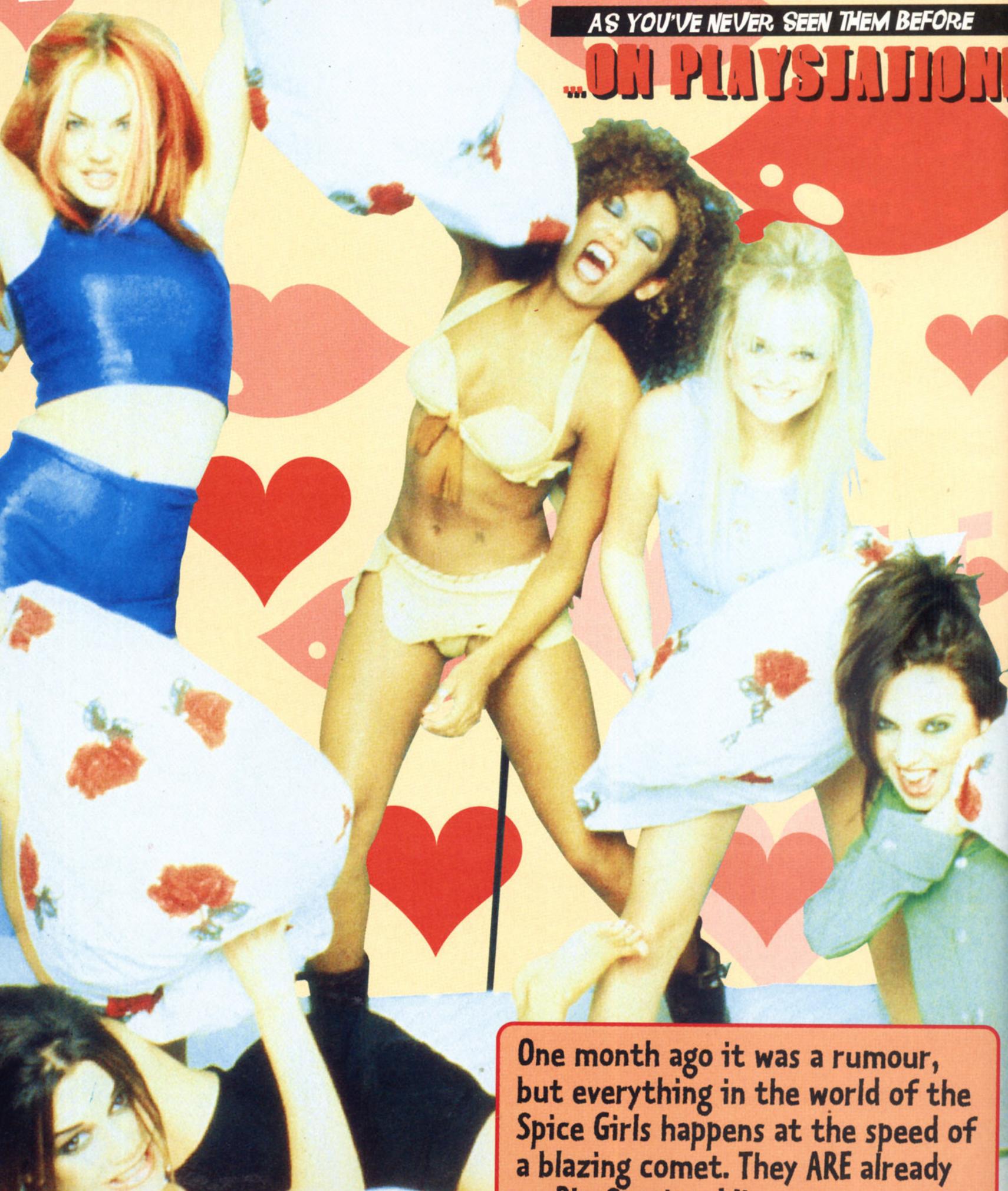
E jumping 8 swimming 8 swimming 9 constant of the serving of the & spinning CROC'S GOT THE MOVES! 14 of them, making him the most hyper-active hero available for your PlayStation. Guide him through a beautifully-rendered 3D world, on a free-wheeling, free-roaming adventure against the evil Baron Dante and his devilish assistants - the Dantinis!

CROC & Argonaut Software Ltd, 1997. CROC and CROC: Legend of the Gobbos are trademarks of Argonaut Software Ltd, 1997. Twentieth Century Fox Film Corporation. PlayStation and & are trademarks of Sony Entertainment Inc. All rights reserved.

LEGEND OF THE GOBBOS



AS YOU'VE NEVER SEEN THEM BEFORE



a blazing comet. They ARE already on PlayStation. Witness...

hey are the pop phenomenon of the Nineties, perhaps of the Modern Age. Hell, they go beyond mere pop - the Spice Girls are the ultimate brand! Everywhere you look, they tempt you and every marketing team wants a slice of that seductive Spice pie. Walker's Crisps, Pepsi Cola, even Asda have profited from the Midas-like endorsement of the Spice Girls. But now, a mass-market sensation to match their own stature has come seeking them the Sony PlayStation. A unique and powerful partnership has been formed. The Spice Girls give Sony its most irresistible PlayStation product yet. And through PlayStation, the Spice Girls reach their millions of fans in a way never seen before - and looking unlike they ever have either!

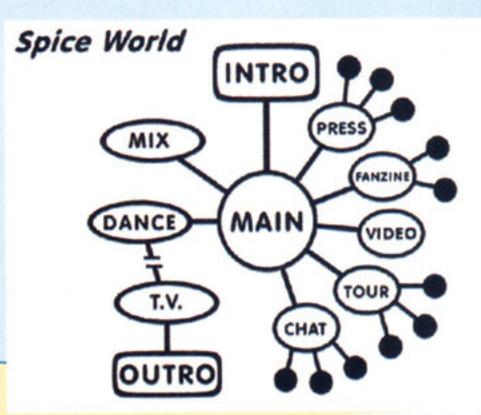
SPICE LAB

When the Spice Girls game franchise surfaced in early summer, Sony Europe pulled together a special development team for it. Ten people with a collective CV that includes *Total NBA '97*, *Porsche Challenge*, *Rapid Racer* and *Medievil*, plus experts in TV, pop music and dance. They've been working on the game since June and currently no release date has been set. Sony have suggested it won't be out until early next year, but we reckon they might try for a Christmas release.



Perhaps you're trying to visualise what a Spice Girls game would look like or how it would play. Sony Computer Entertainment Europe however, had a clear vision of what it should be from the start. And their concept it seems, was enough to convince the Spice Girls' managers – 19 Management – that Sony were the only people for the job.

In their own words, it's not a game – not in the conventional sense. There's no challenge against the computer or other players – no point-scoring and no ending. The plan was to create a new kind of experience for people who wouldn't normally play games. To appeal to Spice Girl fans of all ages and to give them something they couldn't get by more conventional means like video. It's about taking part in Spice Girl activities such as singing, but Sony are calling it an interactive magazine!



This chart gives some clue of the game's features and how you go through them.



You get to play as the Spice Girls, so you get to bathe in celebrity glory too!



As you can see, the game is still in the

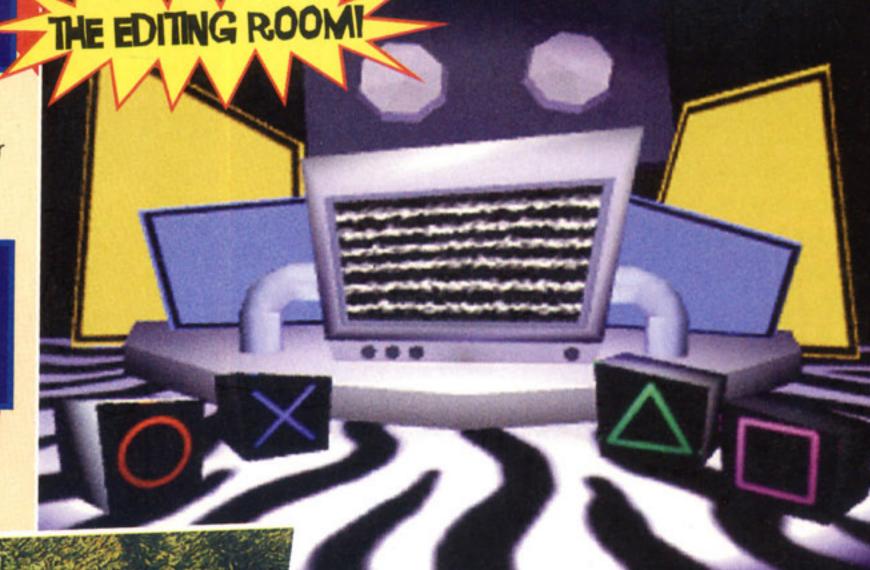
As you can see, the game is still in the design stage. The Music Studio (top) is where you can mix the tunes. There are other characters too, like the press (bottom).

SWEET SECRETS

At this early stage in its development, Sony are being tight-lipped about the actual nature of the Spice Girls 'game'. However, here's what we do know is in store for Spice fans, as hinted at by Sony's special projects leader, Richard Milner.

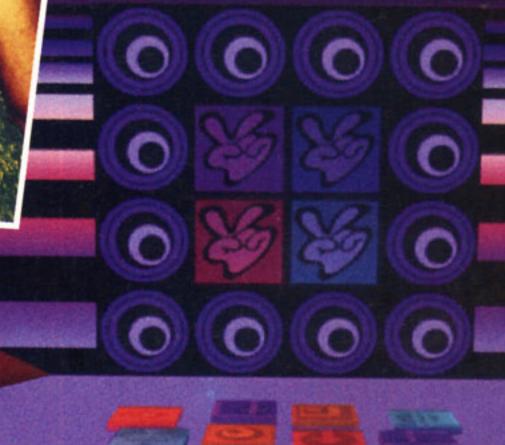
BRAND NEW SPICE GIRLS FOOTAGE!

It will contain a large amount of exclusive interview footage of the girls, much of it being shot specially for the disc. It's promised that the majority of this video material will be new even to the most dedicated Spice Girl fans.



INTERACTIVE MUSIC

You'll be able to mix your own versions of the Spice Girls' hit singles – to what degree though, we don't know. Five tunes will feature on the disc, taken from their albums 'Spice' and the forthcoming 'Spiceworld'. Exactly which tracks hasn't been confirmed. However, Wannabe is virtually guaranteed; Say You'll Be There and Who Do You Think You A Ilike extremely like extremely like existence up Your Levis on it.



MAKE 'EM DANCE!

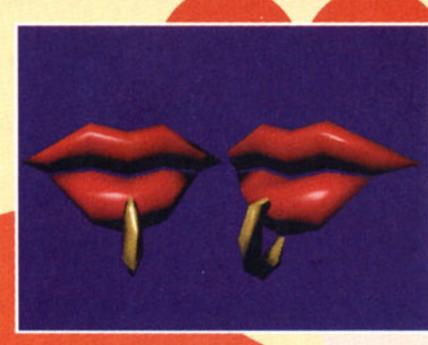
There are gonna be dance sections in the game. At least one of these is set in a dance studio, where an instructor takes you through the moves. It seems you get to choose one of the Spice Girls, edit a tune for her in the recording studio and then make her dance to it. The extent of the dance moves though, and how they work, has yet to be revealed.



BABY POWER!

You've already seen our cover, so you know about the incredible look of the PlayStation Spice Girls. Jason Millson, the project's lead artist, says the inspiration for the super-stylised caricatures came from The Beatle's 'Yellow Submarine'. "I thought it was appropriate if we treated this product as the girls' own version of the Yellow Submarine, but to use a more contemporary graphical style." The final look is something he describes as a blend of "Manga and the Designer's Republic club styles". Incidently, the PlayStation versions of the girls were never made to be realistic (rumour said they tried, but couldn't do it), the caricatures were always intended as a way to enhance the girls' characters. "By doing this you can be very satirical, which is not what I wanted." Jason explains, " or flattering, which I hope is what I have captured."





BUILDING THE ULTIMATE BABES

In creating these 'virtual' **Spice G**irl's, the development team have used around 300-350 polygons per girl. They are all real-time lit, gourard shaded (for those silky smooth legs) and textured – each wearing only one costume. "but this represents the epitome of what each girl does currently wear." says Jason. He also confessed that some of the code for the spotlighting was actually taken from *Porsche Challenge*. Strange to think that the Spice Girls would use a similar graphics engine to a car game! When asked whether the Spice Girls project does anything new with the PlayStation hardware he refused to comment. "I can't say, because it's a secret."

BRINGING THEM TO LIFE!

In animating these digital Spice Girls, the team considered motion-capture but decided the cartoon girls would look absurd with realistic movement. "I believe you can create more personality from exaggerated hand-animated characters." says Jason. Likewise their facial expressions emphasise their caricatures, or as Jason describes it they are "appropriate for their own personalities." There are around ten expressions for each girl and, fitting the stylised nature of the game, they animate by rapidly snapping between each one, particularly in the dance studio section.



GIRL POWER OVERLOAD!



Talking about the Spice Girls' success may seem like an exercise in the obvious, but the speed of their rise to stardom is what makes it truly staggering.

It all started with an advert in The Stage magazine, dated to February 24th 1994, asking "Wannabe starlets" to audition for an all-female pop act. The five girls – Melanie Chisholm (Sporty), Geri Halliwell (Ginger), Emma Bunton (Baby), Victoria Addams (Posh) and Melanie Brown (Scary) – beat 400 hopefuls.

The girls then went through a nine-month stint of living together in a rundown two-bedroom house. During this time they dumped their original management, struck the career-turning deal with Simon Fuller of 19 Management and got signed by Virgin Records.

Their big break came when they were spotted on telly (unveiling a statue of Red Rum and flashing their knickers) by Vincent Monsey of The Box – the cable pop channel where viewers can ring and vote for a video to be played. He scooped MTV to show the Wannabe video (directed by the Diesel Jeans ad people). It was played over 70 times in the six weeks run-up to the single release!

Wannabe entered the charts at No.3, in July of last year, and hit pole position a week later. It went on to be Virgin's best-selling single for 13 years, topping one million sales in the UK! It also earned the girls a place in the Guiness Book Of Records, for the first girl band to debut at No.1.

Their second single, Say You'll Be There, sold 350,000 copies in its first week and went straight to No.1. The third single, 2 become 1, clocked advanced sales of 750,000!

Incidently, if you're hoping to see the Spice Girls when they tour next year, you'd better be a veteran fan of theirs. They're giving first choice of tickets to people on their mailing list (those that returned their Spice Girls info tab from the inlay of Spice), or those with subscriptions to the official Spice Girls mag. Only if there are any tickets remaining after that, will they go on sale!

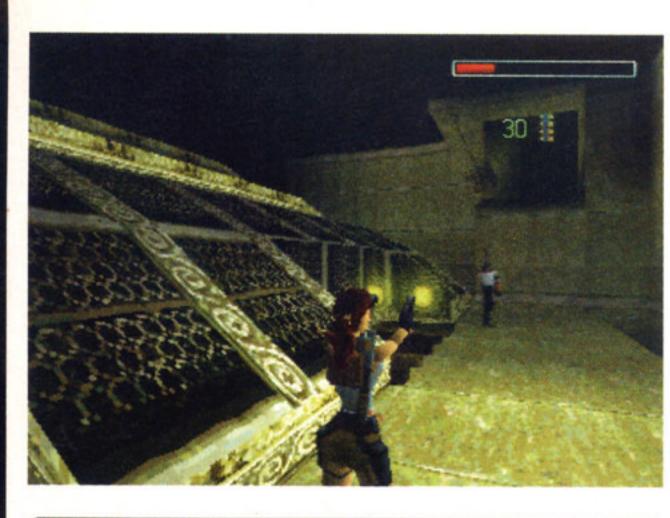
SPICE WORLD DOMINATION!

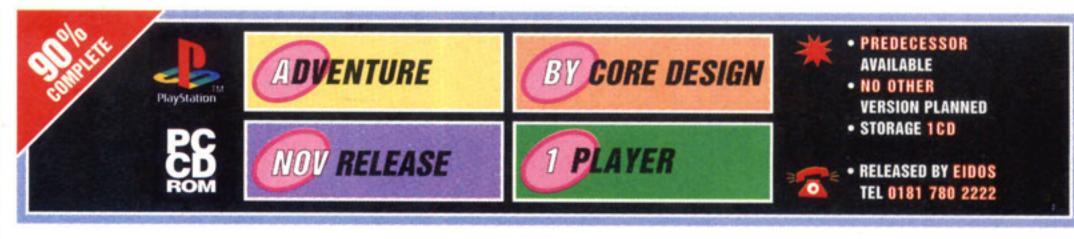
Sony are confident that the Spice Girls game will push the PlayStation into new territory (if there's any left for it!). "We think this product will appeal younger sisters, girlfriends, mothers, people interested in music, dance and pop celebrities," says Richard Milner. "The success of *Parappa The Rapper* in Japan showed that a new content style could bring new users to (PlayStation) in large numbers. We think *PaRappa* will cross over to Europe well. We hope our offering will reinforce PaRappa's success and cross over to the Japanese market, where the Spice Girls are popular and where they're touring next year."

We're convinced and intend

project every step of the way!

following the PlayStation Spice Girls





No more making whoopee for Lara, because it's back to the serious work. Namely a sequel to the game that made her a household name.

The 3 LAND Computer VICEO Games

TOMB RAIDER 2

ara Croft - the virtual superstar who's made millions - is about to get back down to the real business. Not faffing around with pop groups or posing for magazine covers, but getting back into the action with another game.

Why does she do it? You've seen the mansion she lives in, plus all the money she's made in the past year. Yet dear Lara, still knows who cares about her most - her adoring games playing fans. Get ready for the excite ment and adventure to begin again, as Lara gets her backpack out of the cupboard, polishes her Uzi's and prepares to enter your hearts once more.

ALL THE ADVENTURE, ALL THE EXCITEMENT

As soon as the game starts you're intro-

make Tomb Raider 2 even better than the

original: new weapons; new enemies; stun-

ning lighting effects; new tactics; more dan-

duced to all the differences that are going to

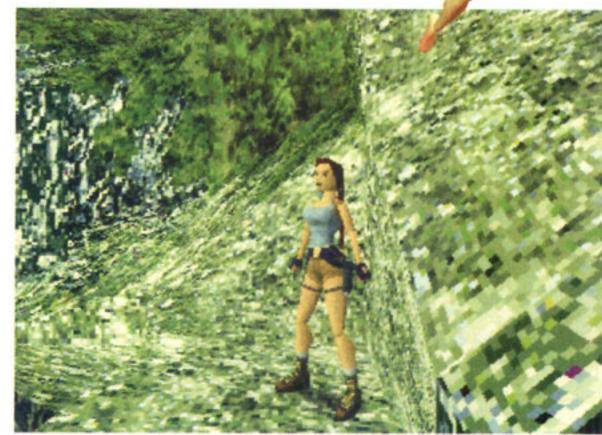




NEW LABOUR, NEW LARA

Lara's back and you'd better believe it! It's been a year since her last outing, though she hasn't had much time to rest since we saw her last. Going on tour with U2, appearing on the cover of style bible The Face, recording her single and negotiating the movie rights to her adventures.

Upon first sight of the new Lara it appears she's been spending a bit of time looking after herself. Sporting longer hair, tied nicely into a ponytail, and a stunning range of new outfits, Lara looks better than ever. It's a rumour, but she might even have undergone some reduction surgery on her most famous assets.



Lara takes a quick breather to contemplate her latest adventure. We don't mind waiting.



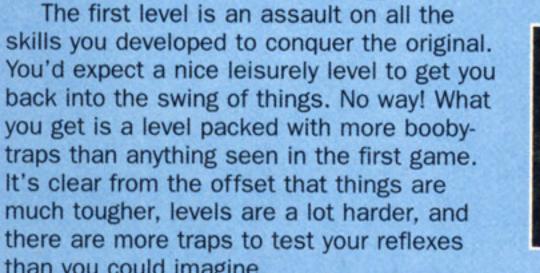
Lara has new vocal sounds including more coughing when needing air and breathing.

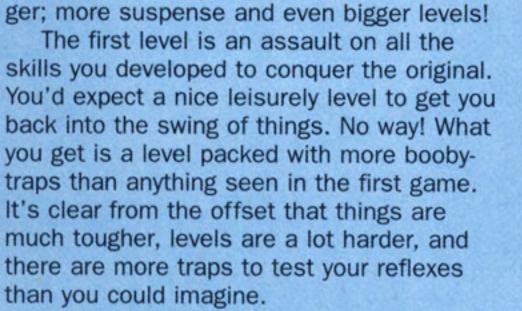


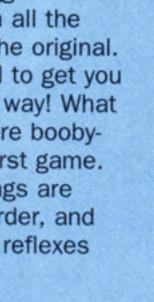




Razor sharp discs of death cross Lara's path.









than you could imagine.

Running from boulders Collapsing floors, poithe walls start moving.



son darts, killer walls!



Use flares for the dark underwater sections.



A quick look at the ponytail in action.



A new smoother look for that famous chest.



WALKING, CRAWLING, CLIMBING, FALLING

To face up to this challenge Lara has gone back to her gym to practice some new skills, namely crawling and climbing. Only two new moves then, but believe us this is all you'll want for now. New areas of levels open up with the new techniques. Not only can Lara climb upwards, she can also climb across.

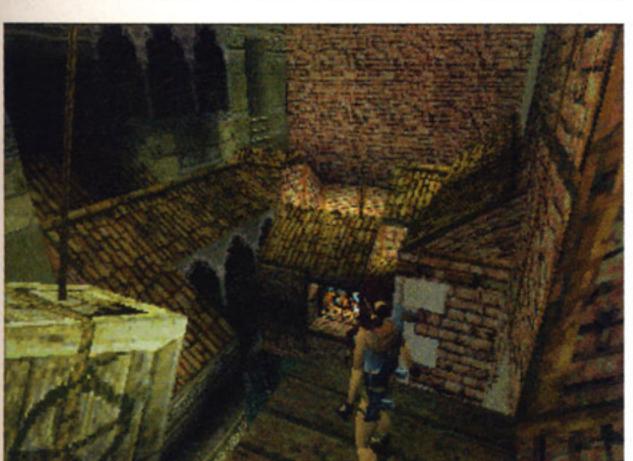
Walls are now conquered by locating ladders or grating. Traversing these allows Lara to access window sills and ledges, which then offer further opportunities for exploration. Crawling is just as essential, though visually less impressive. Lara can now make her way into some very small places. Not for the claustrophobic. Even more panic-inducing is when she has to use this skill underwater!



The awesome new climbing technique.



Lara even uses it on this lift cage door.



O Dramatic lighting offers Lara clues as to where she needs to get to next. This'll need a big jump!





The killer bird becomes the bird killer. Lara 10 - Crows 0.



Temb Raider i

New detailed textures make the animals look more realistic.



Lara's new flare trick. You don't see her and now you do.

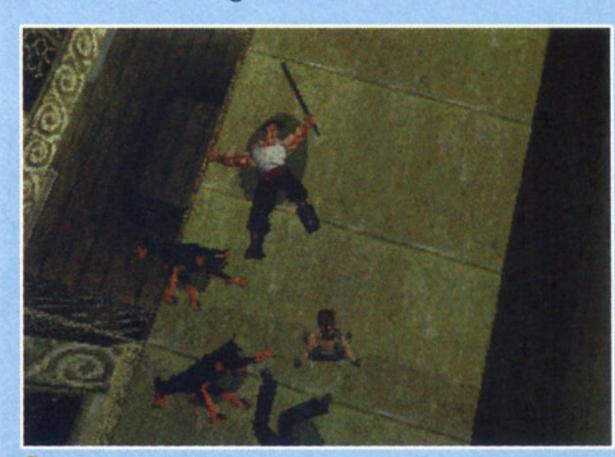






WOTNO WOLVES?

Where have all the wolves gone? No matter, because Tomb Raider 2 features a new assortment of nasties for you to blow apart. More human baddies make Lara a bit more popular with the RSPCA, though she is still a bit partial for shooting some endangered species. Tigers are the first new boys you'll come across, and while they may not pose a great threat, they sure do look good. Crows, spiders and rats will all try to have a peck at you later. Not content with factual creatures, the Yeti is even thrown in for Lara to measure herself against. Looks like you'd better keep an eye out for those valuable shotgun shells!



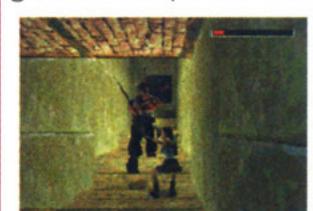
• Get to Venice and prepare to be chased by packs of Dobermans.



• Head out to sea and face the dangers of sharks and moray eels.

ARE YOU A TOURIST?

If you were annoyed by the Terminator-like qualities of Pierre Dupont in the first game, you may be concerned about the amount of human opponents in the world of the sequel. Fear not, for this bunch of misfits aren't as tough as Pierre, but they still put up a mean fight. Every human has a weapon of some description, ranging from big sticks, to bigger sticks plus every type of gun under the sun. The human baddies often attack in pairs or with animals, otherwise they'd be easier to defeat. Most can be dispatched easily because they attack in set patterns. Plus that old getting-to-higherground technique still does the business.



The big guys attack with sticks and take quite a few bullets.



Bad guys even show-up underwater.





PlayStation



The submersible has just crashed and now Lara is gasping for air. Quick find some treasure chests!







VIRTUAL SIGHTSEEING

If *Tomb Raider 2* were real, Lara would have a travel bill that would endanger Richard Branson's bank account. The new adventure takes place in more exotic locales than before. China, Tibet, Venice and The Atlantic Ocean are just some of the lovely places Lara has decided to go visit for her holidays. Oh, but Lara's able to claim some of it back as a business expense! Levels are even bigger than the original game, if you can believe that. Ones we've played so far make Natla's Mines look easy, and the Colosseum look small!









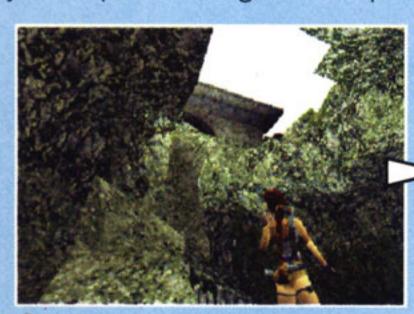
HMV/CVG TOMB RAIDER 2 CHALLENGE

There aren't a lot of challenges we can set around *Tomb Raider 2*, that wouldn't involve spending half a days play. So we've devised the simplest challenge yet. Though only simple in its design, not in the skill needed to perform!

The challenge is on the first level of the game: The Great Wall. Lara simply has to scale the moun-

tain and get to the wall fortress at the top. Arriving via a landslide Lara spies the wall fortress at the top of the mountain. One question: How does she get there?

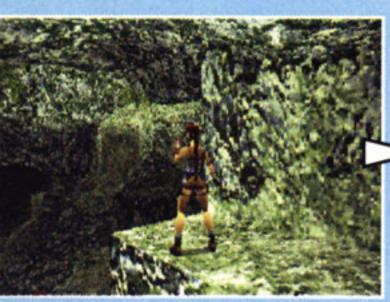
It's going to take some super jumping skills to negotiate the sloping mountain. Aim for a time of around two minutes, the clock stops as soon as Lara plants both feet down inside the fortress. Good luck. Remember, you can practice the game in all participating HMV Stores.



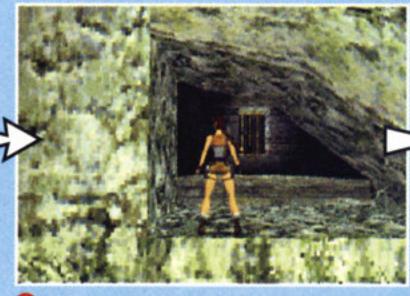
Lara arrives and spies the wall fortress, now to get there.



This pool could contain the secret to get you on the way.



There aren't many jumps but a single error could prove fatal.



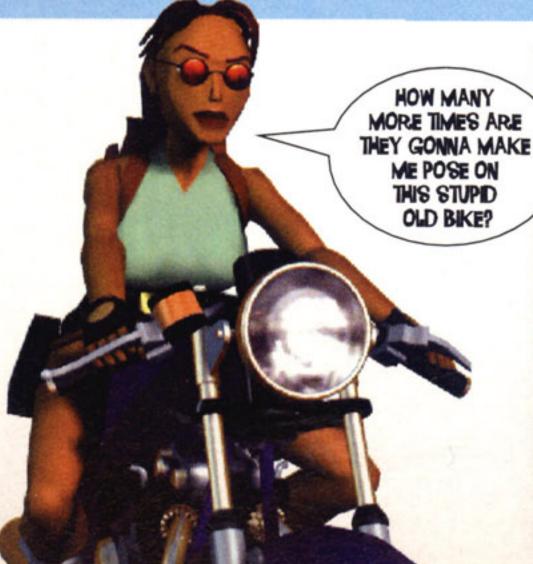
Made it. As soon as both feet are firmly planted here...

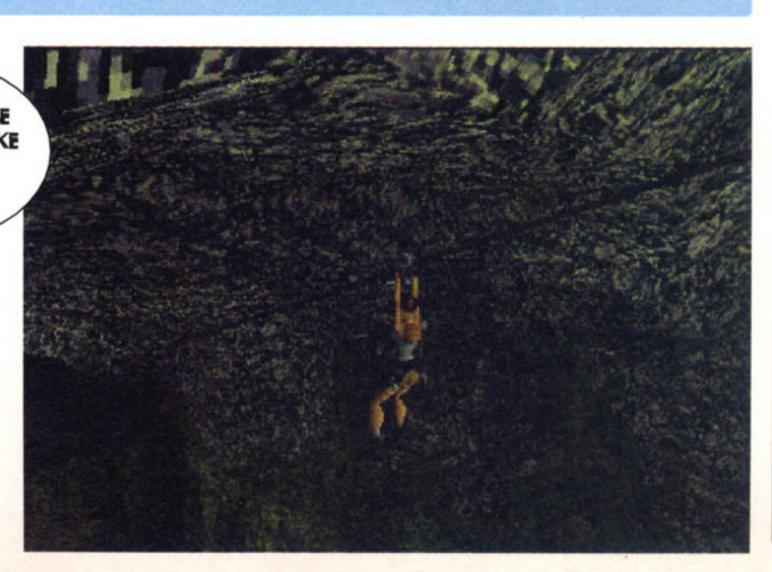


...press select and click on the watch to discover the time.



Lara arrives in a whole new location, unlike any seen before. Where is she? Find out soon.

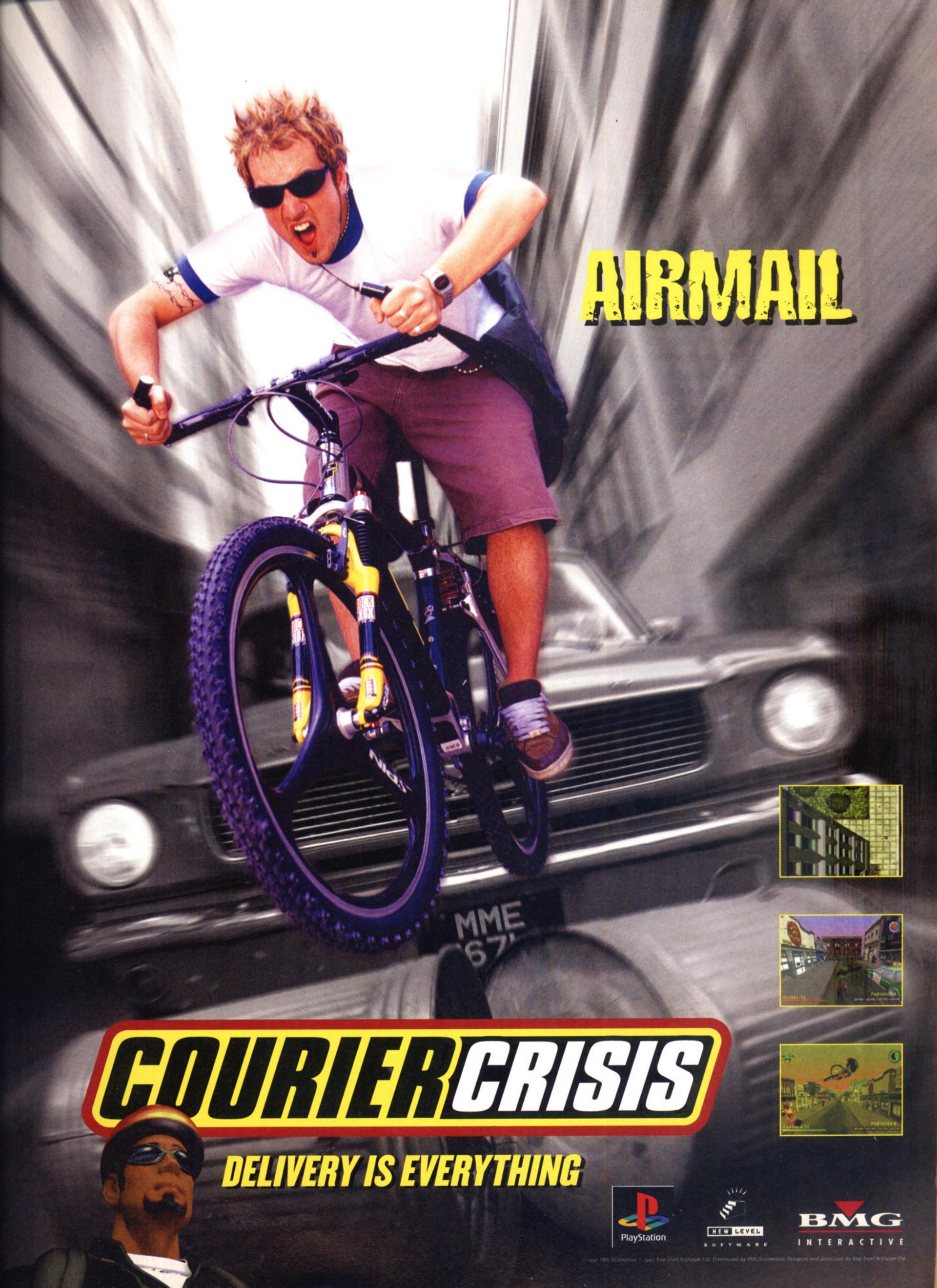






Tomb Raider 2 is shaping up even better than we'd hoped, and is now on top of all our most wanted lists. To get the definitive CVG review to the sequel of the year make sure you get the next issue.

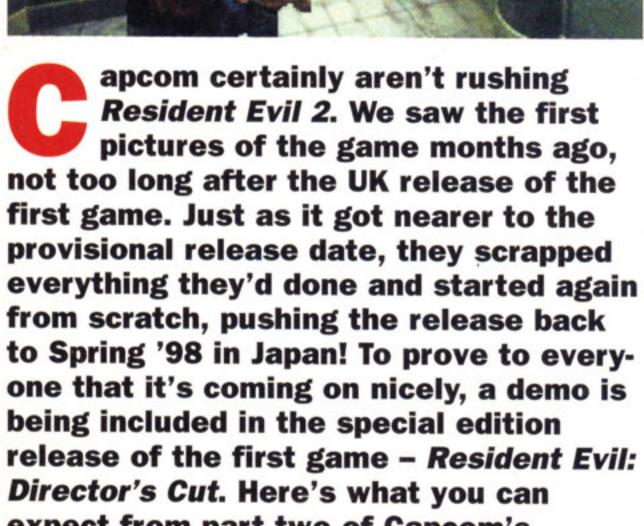




PlayStation



apcom certainly aren't rushing Resident Evil 2. We saw the first pictures of the game months ago, not too long after the UK release of the first game. Just as it got nearer to the provisional release date, they scrapped from scratch, pushing the release back one that it's coming on nicely, a demo is being included in the special edition Director's Cut. Here's what you can expect from part two of Capcom's Survival Horror classic!





This time it's gone further than the mansion. Now there are zombies running wild across the whole of Raccoon City! You're our last hope!

RESIDENTEVI



One dead cop, one undead cop. Not a nice situation to be in.



Outside and the park is full of zombies strolling in the moonlight!



REALISTIC ROTTING FLESH!

The graphics of Resident Evil 2 are similar to the original game, only greatly improved. The detail on the characters is incredible, especially when standing near to one of the "cameras". Everyone also moves much more realistically than in the first Resident Evil. When Leon is running around town he keeps eye contact with any nearby zombies just in case they make a move on him - even when they're lying on the floor bleeding! The zombies also stagger far more convincingly and stumble right over when hit with a good shot from a powerful gun! The camera angles are also brilliantly worked out to make the atmosphere as tense as possible. Wait until you see the mysterious shape pass the window at the end of the corridor! Woooooooooh!



There are fairly obvious signs of a struggle in the city police station. The ugly staggering zombies, for one.

THEY'RE COMING OUT TA THE WALLS!

You play as Leon Walker, a rookie cop on his first day at work, or Claire Redfield. Thing is, the police station and the rest of Raccoon City has been taken over by zombies! Everywhere you go, zombies follow you trying to get their teeth in your neck! At one point, Leon finds a gun shop but is held at gunpoint by a nervous shopkeeper. Once the shopkeeper is convinced that you're not a zombie he lets you look around his shop. But while you're off behind the counter, the front window smashes and zombies pour in! They get the shopkeeper on the floor and rip him to shreds! Quick, grab his shotgun and blast your way out!







The first chance you'll get to play Resident Evil 2 is the demo disc included with Resident Evil: Director's Cut. The RE: DC disc contains two versions of the game - the original version, and a new extended version. Chris and Jill have new costumes, the item locations have changed, and other bits and pieces are different. Near the start of the game you come across Forrest on the balcony ("He's been pecked to death by crows!"). This time, he's not 100% dead! Instead, you need to take down the zombie Forrest! We expect that the RE2 demo will be the biggest selling point of Resident Evil: Director's Cut, but to fans the extended game will be a big bonus.







WAIT! I'M A HUMAN!

This demo of Resident Evil 2 (about half an hour's play) is to be included with Resident Evil: Director's Cut which comes out in December. We'll have a finished version for review next month.

dangerous machinery, poisonous paint, giant snakes, its a kid's...







- ALL DUNE? Then proved Duritim if you have a broad or and Or changs the parts around again
- Go from the dark basement into the king snake's belly in this VR platform game with 50 fantastically rendered levels.
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e've played Sonic Team's latest Saturn game, and it's awesome! **Burning Rangers** is completely different to NiGHTS in almost every respect. All the cute characters are gone. Instead we get serious and realistic (for Sonic Team) situations.

The only similarity is that the 3D graphics engine used in NiGHTS is back, modified to suit the new tasks ahead. Our initial experience was of an environment that is very stylish. It's also 100% volatile - likely to implode, explode, or simply collapse without warning.

UK players have lots of time to prepare for Burning Rangers, however. It's not due out here until Spring '98. But we couldn't resist the opportunity to expose what should be Saturn's blaze of glory.

CHILLIN TO BE THRILLIN

The theme of Burning Rangers is fire fighting, similar to PlayStation's Rosco McQueen. To further fuel this exciting premise, the setting is the future. Instead of old mills and school dustbins, our heroes Sho and Tilis rush to save collapsing space precincts!

Sho and Tilis Amabane are members of a crack team of fire fighters recruited from around the world - the Burning Rangers. Tough, hightech armour shields them from the heat, and is equipped with rockets and stabilisers. So the Rangers can fly across short distances, while extinguishing fires with their Co2 cannons.

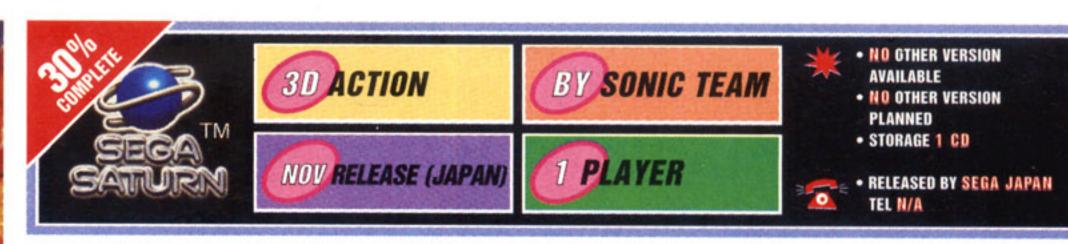
There are five types of upgrade planned for the Rangers' cannons. Expect these to be spectacular, since the basic example used in this early demo is impressive.





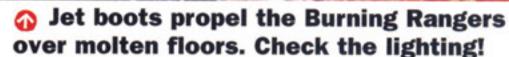


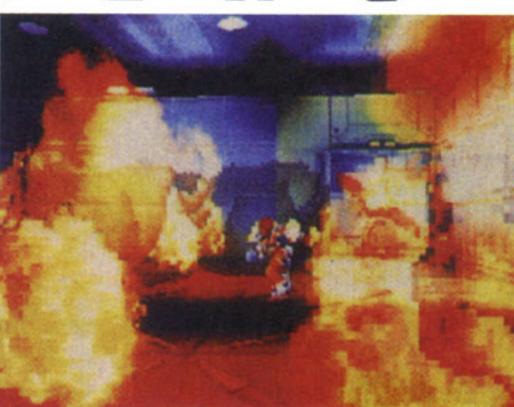
 Krakatoa! Only Burning Rangers could survive a blast like this! And only on the Saturn, friends!



Genius makes a hallowed return to the Saturn, as Sonic Team reveal their red hot successor to NiGHTS.







♠ The heat is intense. Enough to make you lean away from the TV screen!

FLOORS TO SWALLOW YOU UP

SPEED is a trademark of any Sonic Team game, and Burning Rangers requires accelerated thinking to survive. Split-second decisions and lightning reflexes are skills the Burning Rangers depend on.

As the Rangers work to rescue innocent people trapped by the blaze, the environment is constantly subject to change. Exploding walls, collapsing floors, and falling bridges create living scenarios which must be navigated on the fly.



Yikes! The floor's giving way! The floor's giving way! Run! Faster!

Not only does the environment change constantly, but the some elements are random to each different game. Fire-trapped victims are found in different locations each time you play, requiring fresh tactics to ensure their survival. It's likely that Sonic Team will hide power-ups in much the same way. We expect to find that Burning Rangers will remain a constant challenge, in the same way as the classic Sonic and NiGHTS games.



O Don't want to be hangin' around for when this ball of flame gets here!











The vivid world of NiGHTS is a good indication of Burning Rangers' graphic style. It's intense. Finer details are sacrificed in exchange for unparalleled richness. Colour is used expertly to provide layers of atmosphere guaranteed to thrill all the way. Heat from the flames creates an urgency you can almost taste. At one stage the whole game is thrown into monotone



Prepare for a cool line up of amazing Boss characters too. We've only seen one so far, but all the ones featured in NiGHTS are beyond superb. Sonic Team always aim to surpass current expectations. Allow your imagination to run wild, because that's what Sonic Team are doing right now, we guarantee it.

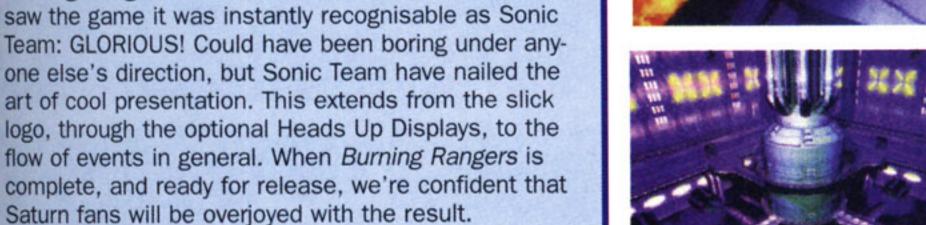














If you don't like the heat, get out of this feature!

INNA SEXY SONIC STYLEE

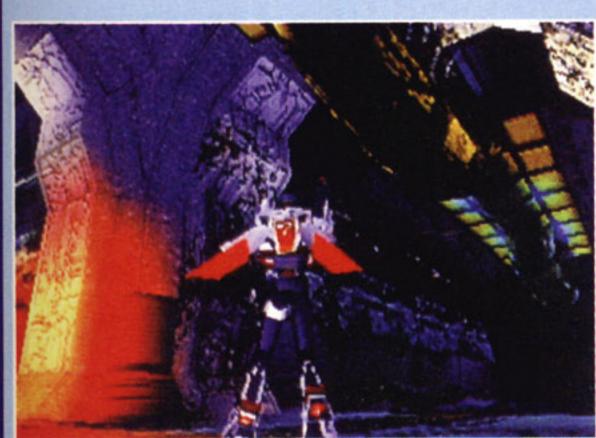
From knowing nothing about this game, to hearing a lit-

tle of what was in store, we were apprehensive about

Burning Rangers. No worries, because as soon as we

Burning Rangers is gonna be a scorcher of a game!

Close up of a Ranger's stylish back-pack. We love the way this guy is posed too. Very cool.



Some of the coolest level design we've ever witnessed. Sonic Team always do it better.



Meroes Tilis (left) and Sho (right) arrive on the scene of another disaster. Wickid gear!

SAY ITAGAIN (FIREMAN) SAM

To enhance the sensory experience, a constant dialogue is carried out between the Rangers and their HQ. Rangers are directed by instructions transmitted through their headset an incessant stream of chatter with a sense of urgency about it.

As you rush to save one person, hints for saving the next are already coming down the

wire. Sometimes HQ will have spotted a potential danger in the structure of the Rangers' present location, so advice is issued in panic-stricken tones.

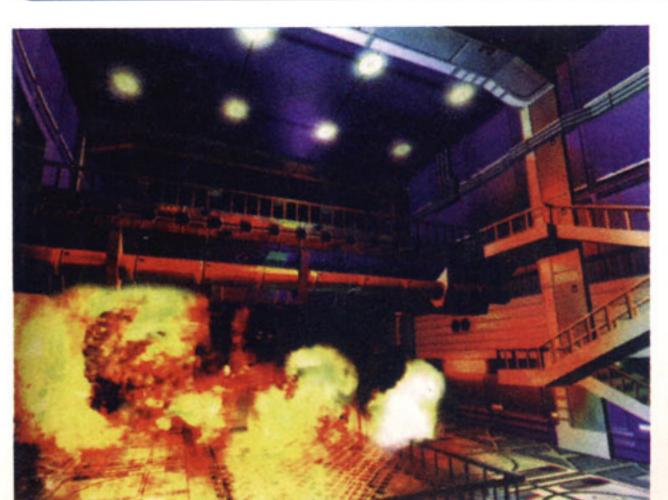
English speaking players will have difficulty understanding what's being said, since the first version available will be Japanese. This is the main reason why Burning Rangers won't be available in the UK or US until next year. We sincerely hope Sega don't omit the speech to save time, as it seems to be an integral part of the game system.



'Found her! Where can I find the next victim - hurry HQ, it's getting desperate!'



Awaiting orders while the fires rage. Players can use the D-pad to look around.



SATURN FUTURE BURNS BRIGHT!

The touch paper is lit for an explosive new Sonic Team masterpiece. Hardcore players can pick up Burning Rangers from an importer before Christmas. Everyone else, stay tuned for developments on the UK version, expected early '98. Salute your Saturn for being the gamer's hero once again!

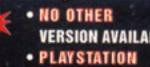


n terms of movie licenses, Gremlin have not only got Judge Dredd under their belts but they recently unveiled the rights to this year's box office smash Men in Black! That's a pretty big belt by anyone's standards! It would have been quite easy for Gremlin to take one look at the film, seen lots of guns and aliens, and made a sideways scrolling fighting game. But give them credit for trying something different, as they put MiB into a Resident Evil style environment, where the camera switches at various points during the game to reveal better views and new backgrounds. It also appears that Gremlin have

XMAS RELEASE

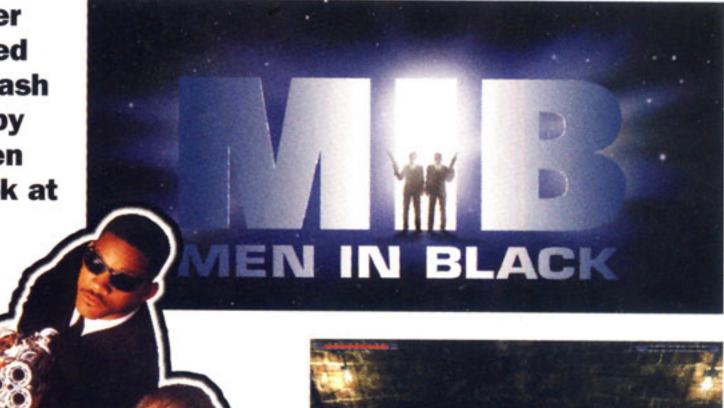


1 PLAYER



TEL 0114 275 3423

Seen the film, worn the shades and gone mental at the ever so slightly annoying theme tune. Now MiB is protecting your PC from the scum of the universe.







AND FINALLY...

Just a bit of useless information

for you all, is that the movie Men

already rumours are beginning to

sprout, one of those is that David

Duchovney from X-Files fame will

be starring in the sequel alongside

Tommy Lee Jones and Will Smith.

in Black 2 is confirmed. And

That's all really.

From the fire exit, jump into the trash bins to cushion your fall.

HI, JAY, K, L!

opted to leave out the 'humour'

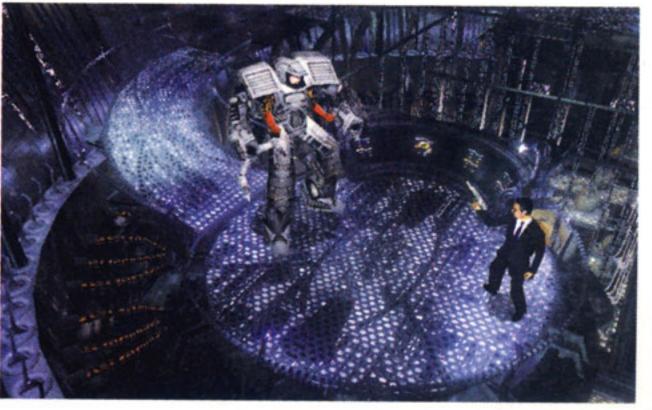
aspect of MiB, as funny games don't

generally work (Blazing Dragons any-

one?). This can only be a good thing.

The game begins with you assuming the control of Jay Edwards (Will Smith). At this stage in the game Edwards is nothing more than a New York cop. During a routine call out he sees a strange looking creature and goes in search of it. More and more alien-infested humans try to stop Jay realising what he has seen, before the MiB get hold of him. As a fully fledged member, he becomes a real alien buster. As you progress further into the game you have to ability to switch to between Agents J, K (Tommy Lee Jones) and even L, who is played by Linda Fiorentino. The best thing about this, is that the cast gave permission for their faces to be used in the game, so you really will be controlling the MiB!





THIS DAMN THING!

Guns, guns and more guns! That's the thinking behind MiB. Be it the small but deadly 'noisy cricket' or the immense 'reverberating atomiser' all the weaponry will be featured heavily in the game.



Of course, you cannot start the game with these space age shooters, as Edwards has yet to discover the alien plot, so all he has is a 9mm handgun. All the more reason to discover what the hell's going on!





The backgrounds are superbly detailed.







The lighting helps convey the eerie feel MiB has.

SUITS AND SHADES AT THE READY?

Even though this version of MiB was about half complete, the indications point towards another run-of-the-mill movie tie-in. However, we'll be reporting on the finished version in a couple of months, so judgment will be reserved until then.



HOW re-Fresh heads head.

Now then boys and girls pay attention

or you'll feel the back of my hand.

Do you have a headteacher like this? Someone who could really do with a bit of Tizer bonce refreshment? Just look how one exposure on THE CHART SHOW spiced up this old battleaxe.

Or maybe you've got a sad mate, even a dull dinner lady? Yep? Well simply send us a photo of them 'coz we're

exposing the most desperate

cases during THE CHART SHOW every Saturday morning on ITV. Send all photographs along with both yours and the saddo's name and address (quiet at the back please) plus a Tizer ringpull or bottle top, to

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Headmistress after





very possible style of fighting game has been done already, right? Not yet. A fast street brawling game where the fighters have the ability to transform into powerful animals has just been done by Hudsonsoft! Known in Japan as Bloody Roar, Beast takes the best elements of other fighting games and adds many original features. Can the company best known for their cute 2D games be taken seriously with their aggressive 3D fighter?

BEASTLY TRANSFORMATIONS!

The name of the game is Beast for a good reason each fighter can transform into one! The power bar, underneath the energy display along the top of the screen, powers up as the fight goes on, eventually displaying the word "Beast!". Pressing the Circle button when this bar is flashing, transforms the fighter into an enormous animal based on their fighting style and personality! They can use most of their original moves, as well as a few new ones.

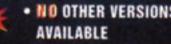




NOV RELEASE







 NO OTHER VERSIONS PLANNED

STORAGE 1 CD

The creators of the classic Bomberman have made a fighting game with a twist! You can play as a giant hog!







DON'T MAKE ME ANGRY!





As well as being able to turn into giant animals, each fighter can go into a special Rave mode. This is similar to the Custom Combo part of Street Fighter Alpha 2, as it's possible to do moves far more quickly

than usual. Unless you spend time working out decent combos, the best way to do lots of damage is to hammer the buttons as fast as you can! Get someone up against the wall and they're in real trouble!



The flashing special effects look excellent.



Big floating combos are possible in Beast.



When a fighter wins, the screen flashes white.



The transformation makes lightning bolts and energy fly out of the fighter as they morph!



Long has transformed into a giant tiger! His moves are more powerful, especially his throws.





Now that looks painful! An enormous pig falling on top of you!

SPEED DEMONS

Beast is similar in many ways to Fighting Vipers, Sega's high-speed street fighting arcade game. For one, each ring is surrounded by walls. Enemies can be thrown against the walls to cause extra damage, and it's also possible to jump off the walls yourself. Unlike Fighting Vipers, hard hits can knock a wall down allowing a "Ring Out" victory! Whenever a fighter is knocked into the air, they can recover by pressing both attack buttons at once. With a flash they flip upright, letting them land on their feet with little or no damage! These aspects borrowed from Vipers and other fighting games keep the speed of the fights at maximum all the time!

I'M ALRIGHT N000000000W!

Beast came as quite a surprise. We weren't expecting much from it, but it already looks very promising, with great graphics and lots of fast fighting. Hopefully it'll stand up to months of play when we come to review it in a later issue.



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o matter where you go in the world, only one language is spoken in every country. The language of football. Even if you have no idea what the other person is saying, one mention in your trying-hardest-not-to-sound-English accent of 'Err Fff-fooughttbulll' is enough to make anybody understand. This will bring common reactions, like 'Bobby Charlton' or 'Gazza.' It's this worldwide (excuse the pun) popularity that makes footie games such big sellers, and in WWS '98, Sega have potential for another stormer.

RETURN OF THE MAC-MANAMAN

The biggest feature to adorn this newest version of Worldwide, is the inclusion of all the British Premiership sides. Every team that currently plays in our own humble footie league are here and on top of that, all of the squad players are completely up to date. The latest transfers feature Le Saux at Chelsea for instance. These touches add that little bit more realism when you're playing your mate for the championship of the street.



Hmmmm. Number 9, black and white striped shirt, and he takes the free kicks. Who could that be?



Sega's footballing jewel in the crown gets the '98 tag and a complete set of English teams to boot. But are there enough changes?

SEGA WORLDWIDE







The mysterious sniper in the crowd claims another victim.



Spectacular moves are part and parcel of Worldwide Soccer.

100% HOO-WAL WEET

With more and more soccer games being released in the run up to the World Cup, and more and more commentators being used in the process, finding somebody new for your game is getting tougher. Sega have managed to pull one last trick out of the bag by recruiting one half of the most famous brothers of football, namely Jack Charlton. The man now as famous for Shredded Wheat, drinking Guinness and fishing as he is for football, gives all his little anecdotes to compliment the evergreen Gary Bloom. What a double act.



Altogether now: One-nil, to the Ars-en-al, one-nil, to the...





The camera in the net only appears during replays. Shame.

With this WW expected to be ready before Christmas, we'll have the full lowdown next month. Then we'll see if it's a boring nil-nil, or a rip-roaring 4-3.





HOP TO IT!

One other new trick to be added to Worldwide is the little running hop that is used to avoid sliding tackles. It kicks in automatically and prevents you from losing the ball, but sadly isn't that realistic. It makes for a better

passing game though, as you have more chance of keeping the ball under control.



"David Buust: Tackle My Way" didn't sell well.

e won't do out with Vool in a million years jeered ast hidht

Keep up

Mars



ncubation will be the test for Blue Byte. Having scored a very big hit with Extreme Assault, it's vital for them that the follow-up title is just as good. Thankfully, Incubation doesn't look like letting them down. With a human disease turning all of the natural inhabitants of the planet Scayra into death-obsessed monsters, the aim for you is to bring the planet back down to sanity. As well as featuring the usual awesome 3Dfx graphics, Incubation also takes a step back in terms of playability - to turn based games. You are given a squad of troops to control and each gets to move once and shoot before their go is over. The computer then moves the aliens it controls, before you have another bash. Simple in theory, but immensely playable if done right.

PROBING CAMERA LENS

Due to the 3D engine (*Incubation* uses the same as *Extreme Assault*) it means that the camera can be moved to virtually any position you like to incorporate all of the on-screen action. You can also skip to various fixed camera views and gain information on characters currently in the battle arena, using the magnifying glass icon at the side of the screen.





The red dots are patches of heat that will kill you if your characters walk over them.



WAR STRATEGY





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A human virus has leaked and mutated the alien population of the planet Scayra. Now they want your blood. Oh dear!

MCUBILLE OUT

IN THE LINE OF FIRE

or others. Or you can put them on guard, so that as soon as anybody walks into their firing range, they'll unload on them! But should the enemy move behind a friendly troop, the guard will shoot through both of them to comply with his orders.



One good thing about the

soldiers you command, is the

different tasks you can set

them to do other than just

shooting aliens. They can be

injected with a speed increasing

drug, drop mines, and heal themselves

o If you constantly fire your weapons, they overheat and jam. Firing them from this distance is OK, as the enemy don't have enough moves to get near you.



Hello gorgeous! If an enemy is this close to you, the chances are that you're about to bite the dust! Let him have it quickly, or you'll be turned into chunks of meat!

BLOOD HOUNDS

And of course, there are loads of opportunities to reduce the enemy to chunks of flesh! Every time somebody is killed, they explode into a mess of blood and giblets accompanied by a suitably squishy sound that's sure to bring out a small chuckle in all gamesplayers.



O Lovely! Every time someone is killed, you receive experience points. They in turn boost your power.



GETTING READY TO HATCH...

Incubation looks as though it could follow in the footsteps of Extreme Assault as another top Blue Byte game.
The review will be forthcoming...



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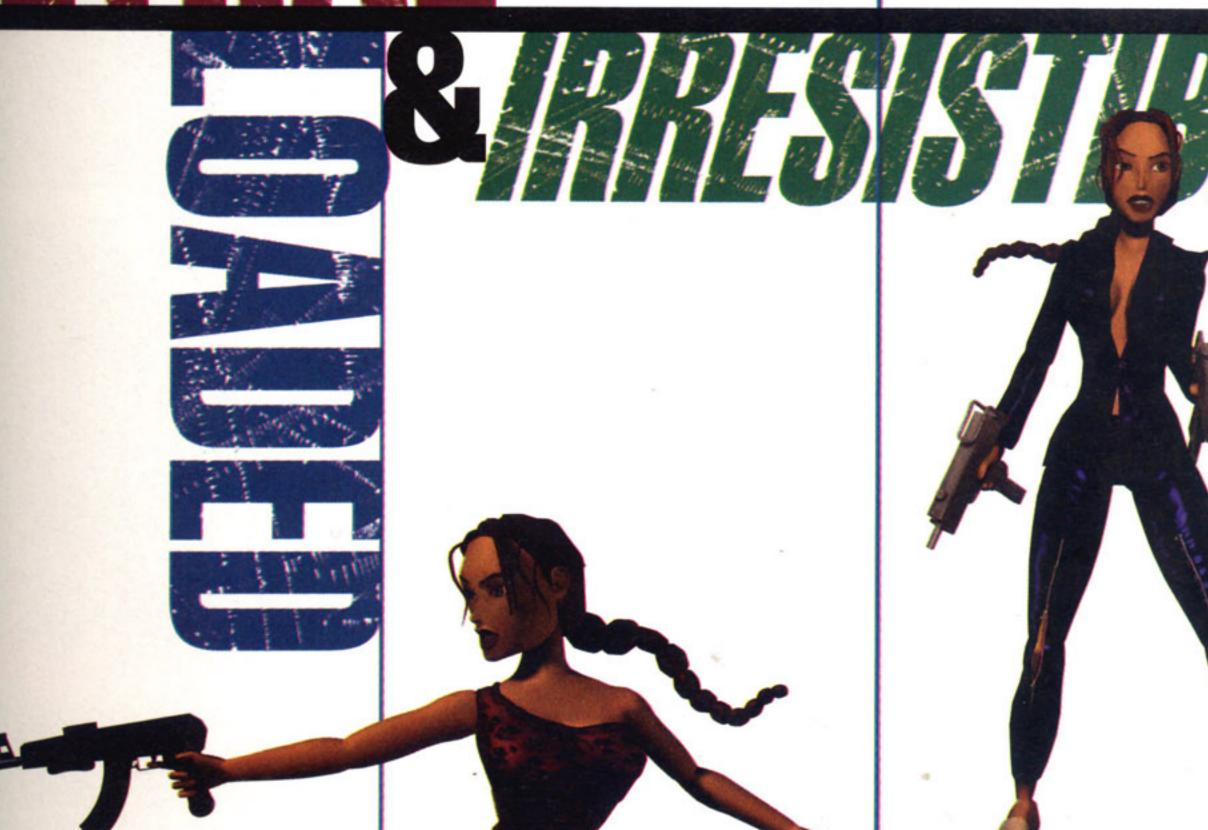
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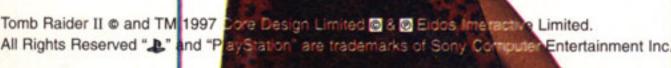
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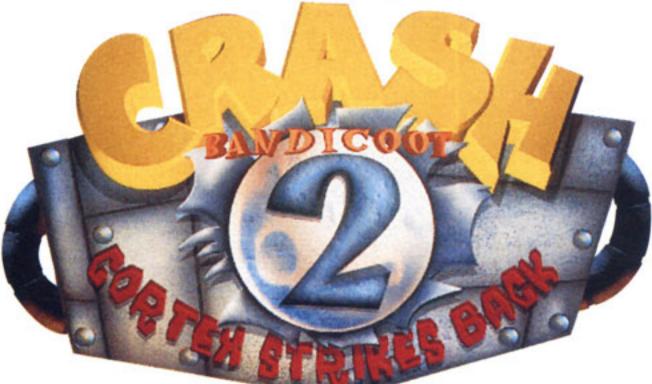




espite mixed reviews, the original Crash still sold really well as PlayStation owners grabbed at the chance to have a proper mascot for their machine. Crash has so far been the only real candidate for this position, as he is Sony's single attempt to personalise the machine. Now that the second game is close to release, this is the time when we'll really discover how popular Mr **Bandicoot is. The game remains** largely similar to the first, with the same mix of forward and backward scrolling levels, along with the same baddies and power ups. Of course, a couple of new ideas have been introduced which are detailed elsewhere in this preview, but even at this early stage one thing is certain - the words 'same', 'similar' and 'identical' are going to be associ-

 PLAYSTATION BY NAUGHTY DOG PLATFORM GAME **VERSION PLANNED** STORAGE 1CD 1 PLAYERS **NOV RELEASE** RELEASED BY SONY PlayStation

Sony's answer to Sonic and Mario returns in what could turn out to be the most important game for Sony this Christmas. Can Naughty Dog come up with the goods?

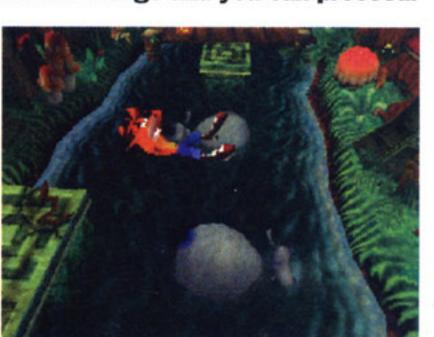




Hitting the '!' box will fills these see-thru crates ready for smashing.



Now the crate is broken, the bubble will go and you can proceed.



The hippos submerge if you stand on them for too long.

You can read about the all-new zero gravity levels elsewhere on these pages. When you start one of these levels, Crash straps on a rocket pack and the doors to a weightlessness world open. Then you have to learn another new set of controls. X and Circle move Crash backwards and forwards, Up and Down on the D-Pad move him higher and lower in the level. Square still does the spin attack, which is the best way to smash all of the crates. The rocket pack does provide a new angle of gameplay, as it can be so difficult to control at times, making concentration vital.



I AM THE SLIGHTLY LESS

CONTROVERSIAL CRASH TO BE RELEASED THIS YEAR!





BAD BOXES ARE BACK!

ated with this game no matter which mag-

azine you read it in...unless Naughty Dog

pull something major our of their bowl.

The crates that drove so many people mad in the first game (you had to find every single one on every single level to finish the game properly) are once again a key point to Crash 2. TNT, 1UP, bouncy and standard crates pop up on every level, but to hinder those with shaky joypad hands further, Naughty Dog have put in another type of box – the Nitro. These green monsters instantly

explode on contact, so you can't even jump on them to set a counter going. Once you hit the ice levels, or the zero gravity stages they become a real pain, as controlling Crash is so much harder. We can sense premature hair loss happening all over the country already.



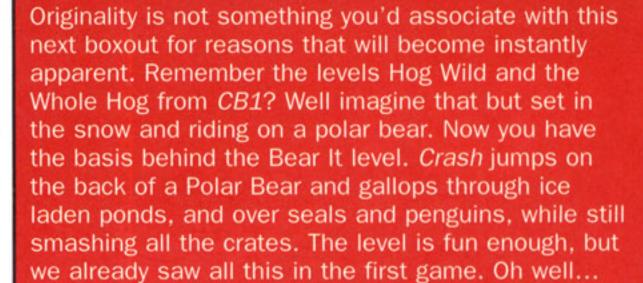


CURB CRAWLER!

Crash still retains his standard jump and spin moves, but he has gone back a peg on the evolutionary ladder, by learning to crawl after he learnt to walk! By hitting circle, Crash will get down on all fours and move (slowly) under any low ridges in his way. If you're moving and you hit the crouch button, he'll perform a slide which can take out enemies as well. At first, you'll still be in the habit of pressing down to crouch which can prove annoying. Learn not to do that however and you'll be shuffling about all over the place as you discover previously unreachable sections of the game.

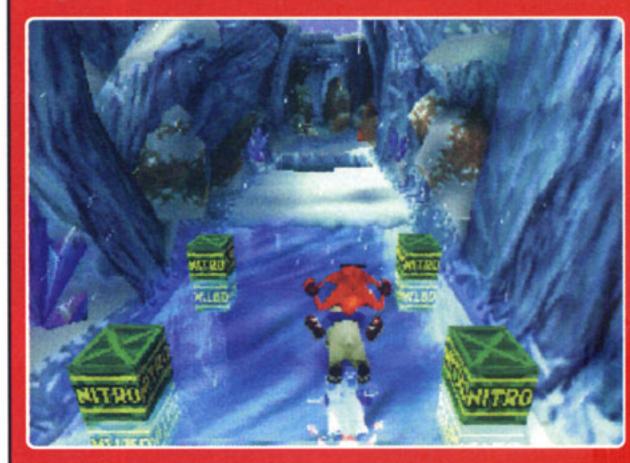


↑ Crawling. Not a majorly innovative new move, but a new trick all the same. Lovely.



BEAR NECESSITIES











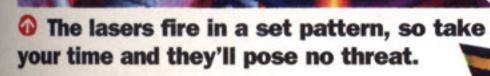
bosses in Crash 2. Fearsome looking guy.

CRASH AND BURN?

While there is no denying that this is one of the best looking games on the PlayStation to date, in terms of originality it still leaves a little to be desired. We hope that the full version proves us wrong and we'll be bringing you the ultimate lowdown next month.



The red tiles are about to fall, so seek safety on the green ones.





To jump off the jet, all you have to do is move into the small recess and Crash leaps off! Cool.



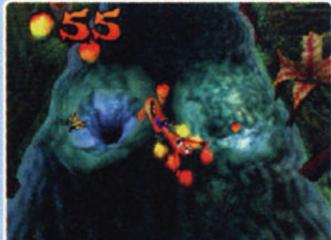
There is no denying that Crash 2 features incredible graphics.

EVERYBODY GO SURFIN'

Remember the water levels from the last game? The Venus Fly Trap plants, the logs and the moving lily pads? Well this time, the moving lily pads have been replaced with motorised jet surfing things! Crash jumps onto the contraption and surfs (by jet power)

over the water. Bashing into crates has the same effect as it does when you're spinning into them, and the bonuses can still be collected as normal. Watch out for mines though, as not even a jet-surfing thing can save you from death!







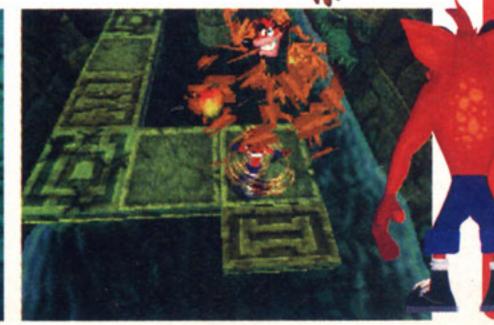


The mid-level bonus games have also changed a little since the last outing. Previously, any bonuses you collected in these were added straight onto

your existing tally. But now, all apples and extra lives stay unclaimed until you finish the smaller sub game properly. Failure to do so results in a loss of everything collected and a waste of the bonus game. You don't lose a life for this though, so it's not all bad.











he N64 is still in need of a great

racer. Multi Racing Championship,

Wave Race 64 and Mario Kart 64

were all fine, but they lacked the final

packed with venom and pure adrenalin,

twisting your body out of shape. Which is

where Extreme G pops up and says "Hi,

how y'all doing". Futuristic racing is the

name of the game, and G has it in

spades. Though it doesn't

hide its inspiration, clearly

borrowing from the big N's

F-Zero and Psygnosis' anti-grav

chance does Extreme G of making a

racing classic WipEout. What

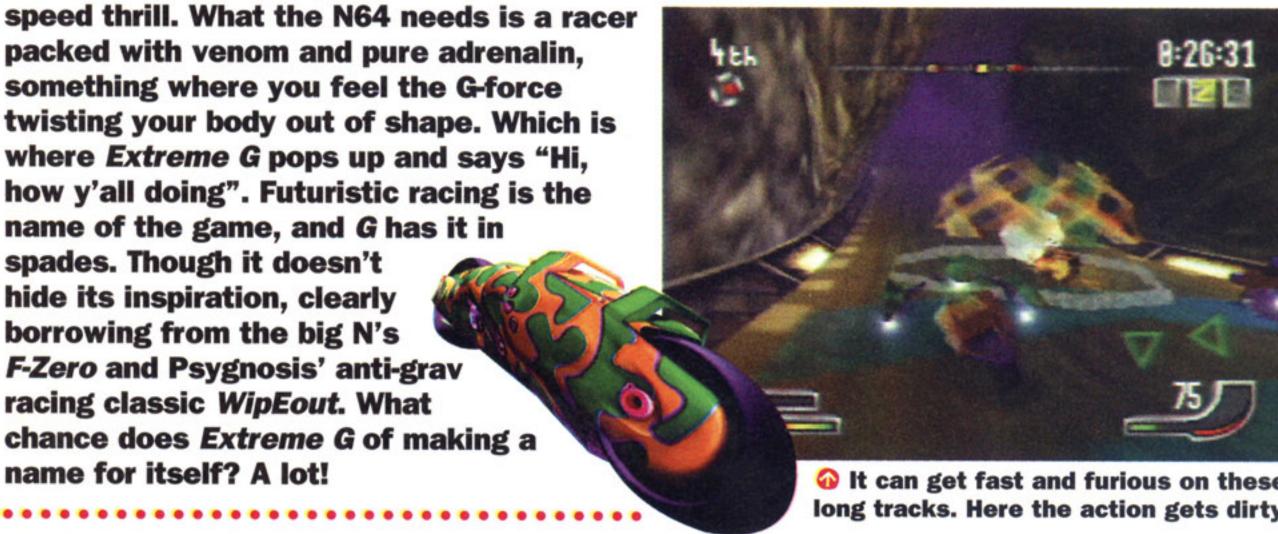
something where you feel the G-force

 NO OTHER FUTURISTIC RACING BY PROBE **VERSIONS AVAILABLE** ENDO 64 VERSIONS PLANNED 1-2 PLAYERS NOV RELEASE RELEASED BY ACCLAIM

Ever wondered what WipEout would look like on the N64? Can't hold on until F-Zero 64?

What you need is...

EXTREME G



It can get fast and furious on these long tracks. Here the action gets dirty.



name for itself? A lot!







Being a futuristic racing game, Extreme G has one of those waffly backstories about how the Earth is now deserted. Humans now live on a specially-built satellite planet, Earth being no longer able to support life. For entertainment the Extreme G contest was devised. The drivers operate remote control cybercycles, across the barren home planet. All the extra space on Earth means that the tracks are large and complex, full of twists, loops, and corkscrews. This is the Extreme G.

SCI-FIME LAH TIDOH!



Suck flame exhaust with a new top speed.





types including invisibility, homing

missiles, flame exhaust, mines,

Mastering when to use each

shields and even a tractor beam.

weapon is essential, especially in

later heats. Of course, the other

riders can use the power-ups too.

EAT MY STATIC PULSE

There are six bikes to choose

from for the competition, each

with different

attributes. Each of

a fixed weapon.

Choose from the

Laser, or best of

the lot the Excel

your permanent

be won, as in

are power-ups.

There are nearly

twenty different

the cybercycles has

puny Pulse Cannon,

to the slightly better

Cannon. Apart from

firepower, there are

bonus weapons to

WipEout. Littered

around each course

Make like the electrical Ben Hur with the impressive Ion Side cannon.



Someone ahead has just run into trouble. Clean the road of that pile of puke.

0:21:16

The roads often fork in two, with multiple routes to choose from.



A long jump to the next tunnel.

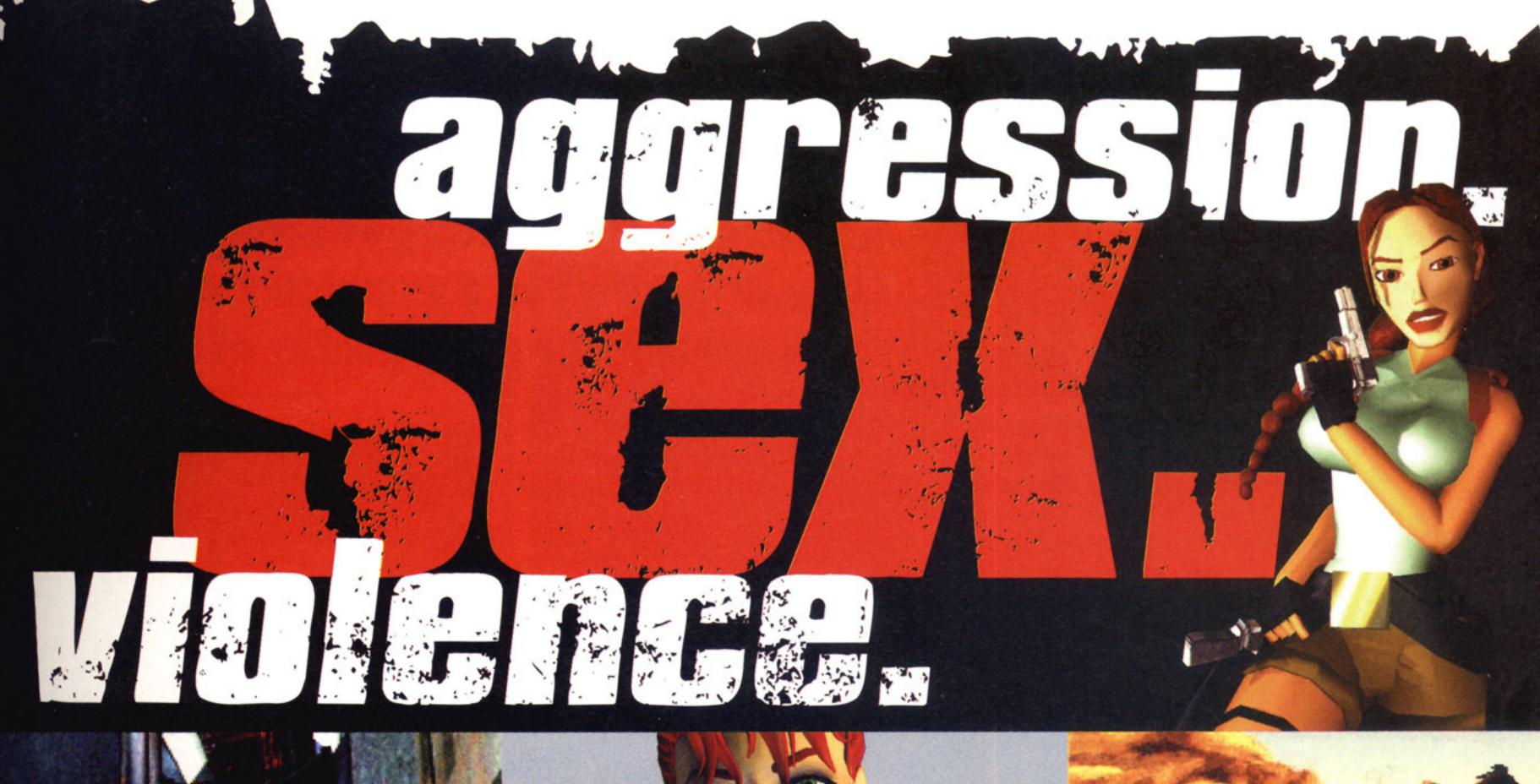
G VERSUS GIN THE ULTIMATE G BATTLE!

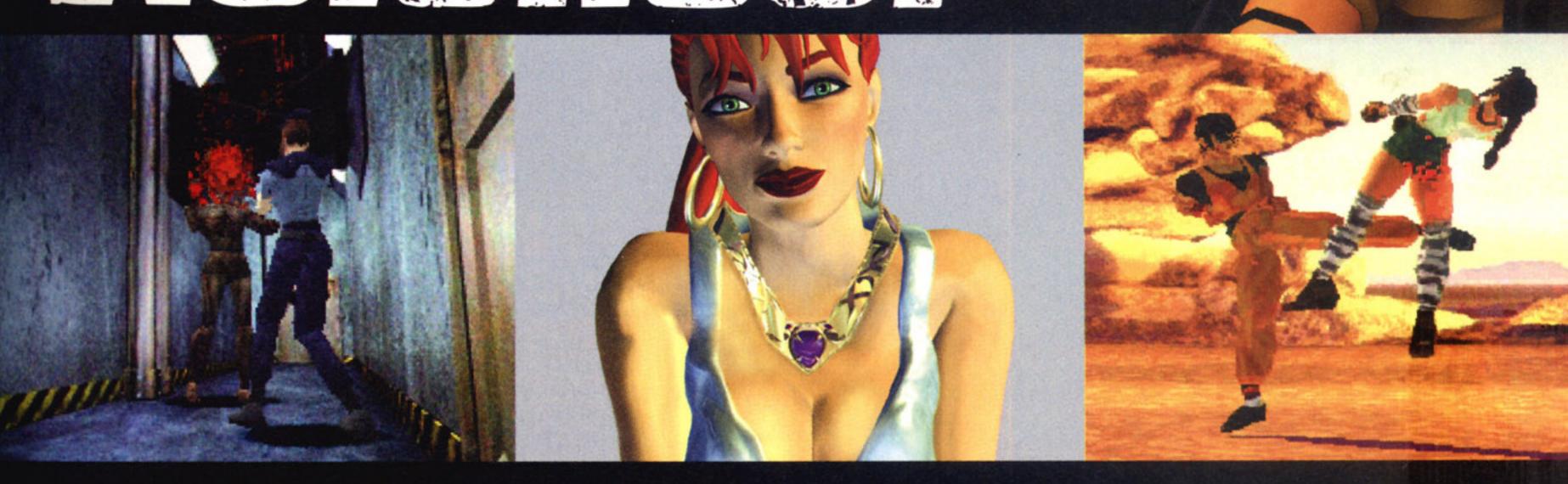
There are twelve courses to conquer to become the champion, taking place over four different environments. Desert, mine, city and space are the locations for the challenge. Yet the action doesn't stop there. Get a second pad and a friend, and more modes of play open up. Tournament and head-tohead challenges are also included. Plus a flag game, where you race around a smaller track trying to collect as many flags as possible. Battle mode is similar to Mario Kart, with the action taking place in specially designed arenas. There is even a cup challenge which can accommodate up to 16 players, racing one-on-one heats in a knockout competition.



HARDCORE H, IMPOSSIBLE I, JUMPING J'S

WipEout clone or not, Extreme G is looking very impressive and it moves very fast. There's a lot more on offer here than most race games. The final fine tuning and tweaking is taking place as you read, with the CVG review real soon.





Fantasy VII the mother of all reviews!

Bigger better harder faster!
Mega 10 page F1
expert duide!

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Full details revealed inside

PlayStation:

AT LAST, A PLAYSTATION MAGAZINE THAT'S WORTH READING... BUY IT 24TH OCTOBER



Westwood – the creators of Command & Conquer – bring you a graphically stunning, revolutionary new game worthy of the name...

ADVENTURE

NOV RELEASE

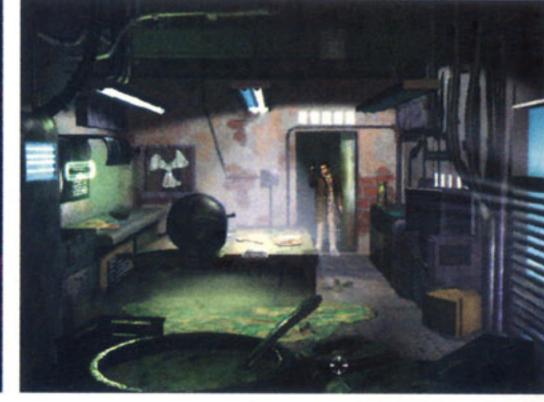
BY WESTWOOD STUDIOS

1 PLAYER

ames based on movies have a rough reputation. Until recent years a movie license meant a sub-standard platform game. These days advances in hardware allow software houses to think differently. Which is where Westwood step in. Three years ago they acquired the license to a 15 year old sci-fi classic - Blade Runner. A movie rich in style and innovation, and one that seems to get better with age. The possibilities of a game based around such a film are endless. Thankfully Westwood sat down, and thought about the potential of the project. What they have produced is nothing short of a new kind of video game.

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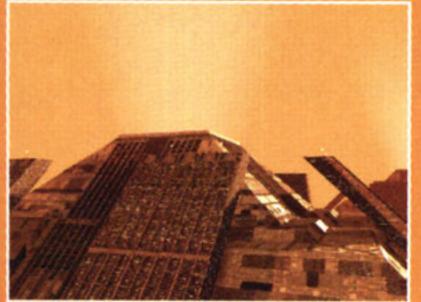
PLANNED

HE SAY YOU BLADE RUNNER

If you've never seen the original film, where have you been? Released in 1982 to much critical acclaim, but poor box office takings, Blade Runner has gone on to achieve a cult status, resulting in the definitive Directors Cut being

released a few years ago. The movie is set in Los Angeles 2019, six replicants (androids) have escaped from an off-world colony and are heading back to Earth to meet their maker. They are hunted down by Deckard, a blade runner. Based

on the novel 'Do Androids Dream of Electric Sheep' by Philip K Dick, the film was highly influential. Nearly every sci-fi movie since has tried to copy its style, and its vision of the future looks more and more possible.



Scenes like this will be familiar if you've seen the film.



The Bradbury building where the climax of the movie is set.



♠ Shadows and light play a large part in Blade Runner.



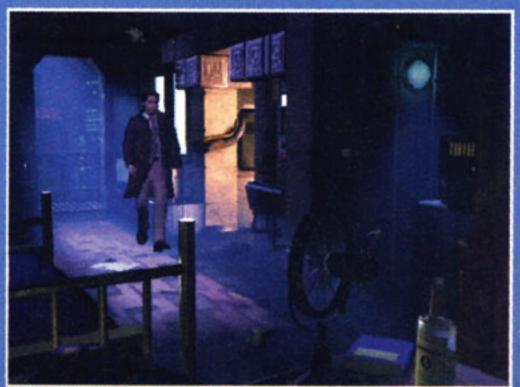
It's just like the movie. Even more so with the music playing.

I NEED THE OLD DECKARD, THE OLD MAGIC O

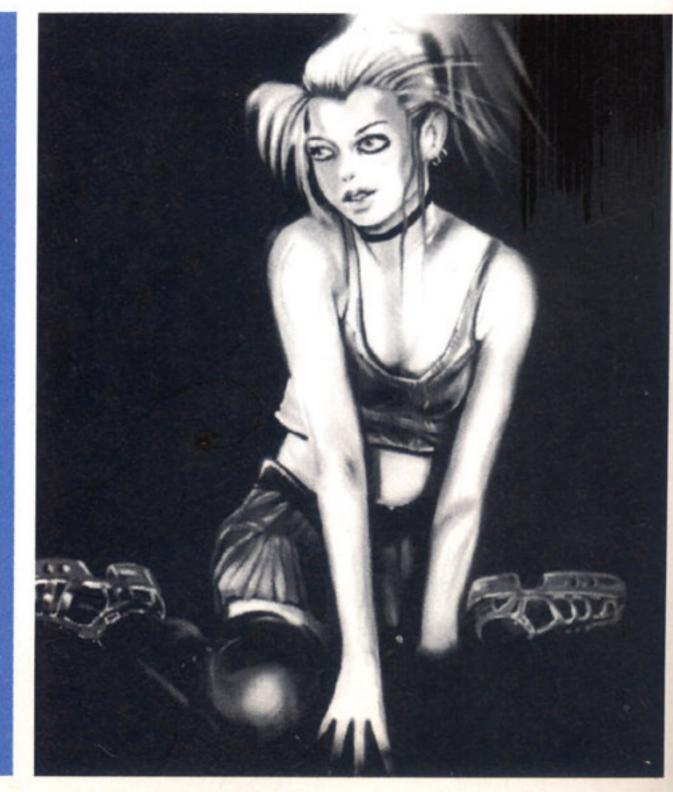
The game follows the plot of the film. This time with five replicants roaming the streets of Los Angeles, 2019. You take on the role of Ray McCoy, blade runner. Again, like the film there is a possibility that McCoy is the sixth replicant. A cast of 70 characters, each with their own agendas, inhabit this world. Thirteen

of these are possible replicants and you must use your skills to find out who. Every time you start a new game, the five that are replicants changes. What's more, the events of the game run parallel with the storyline of the film, so McCoy can cross Deckard's tracks and meet characters from the movie.





O Bryant's office and Deckard's apartment are places from the movie to visit.



REACTION TIME IS A FACTOR

In the film, Deckard relied on two machines to help his detective work. Both are available in the game. The Voigt-Kampf test – which measures false emotions like a lie detector – and ESPER machine, make hunting the replicants possible. The ESPER is used to analyse photos, scouring for clues. Areas of each photo can be enlarged and the image enhanced. The photos (just like all the scenes in the game) are in 3D. So the camera can rotate around objects to find vital information. Using ESPER it is even possible to read the titles of books, that at first were just a dot in the distance. All clues found are entered into KIA, a digital assistant that helps you link clues to suspects.



• Use ESPER to analyse old photographs. Lots of information is hidden in each picture.





The replicants could be hiding anywhere.







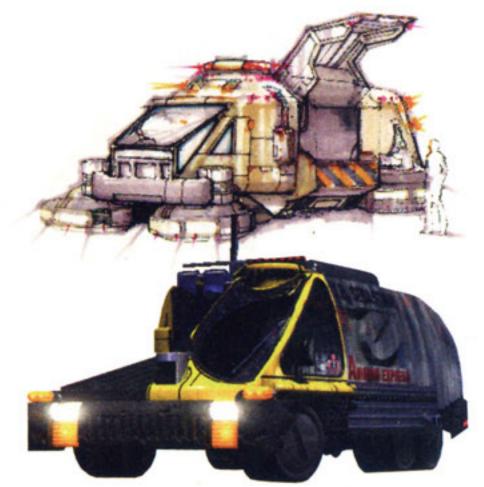
Events in the game are played in realtime. Because of this McCoy's actions can have a direct and often indirect influence on the game. Due to the high level of artificial intelligence each character possesses, McCoy must sometimes be discreet in his work. Kill a Replicant in a public place and word will soon get around of your intentions. This is because characters in the game will pass information onto each other. However, kill a replicant in a deserted alley and the 'skin jobs' will be baffled. Merely interviewing potential replicants could prove hazardous, as again info is passed on between the characters 'off camera'. Provide the replicants with too much prior knowledge, and the hunter may find himself the hunted, as they chase the same leads to intercept you.



Places such as this noodle bar should prove useful for gaining information.



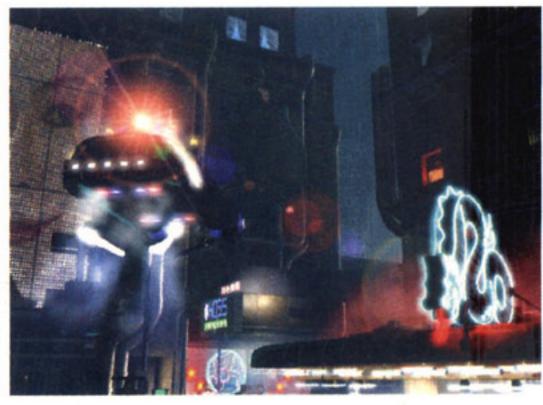
Animal Row could also contain a few clues, plus some unsavoury characters.



Want to take the police spinner for a ride? You may need to speak to Gaff first.



The city is big, featuring over seventy different locations. Better get a map.



The graphics capture the mood and look of the film very well. We can't wait!

(A) (A)

PITY SHE WON'T LIVE...





Not only does *Blade Runner* offer you something new, with the merger of a point-and-click adventure and a realtime strategy game, but also in terms of graphics. Utilising integrated full motion video and an unprecedented amount of polygons on screen, Blade Runner looks special (we could have easily filled both these pages describing the technical wizardry on display, such as volumetric lighting and particle effects). The look is enhanced by the use of atmospheric lighting, shadows and the trademark rain of the film. Add the original Vangelis soundtrack, plus voice-overs for characters by the original cast, and *Blade Runner* could become something more than a game inspired by a film, it becomes something that compliments it.

A NEW LIFE AWAITS YOU...

The potential of this awesome game is mind blowing. With *C&C*, Westwood have already proven they know how to make a realtime strategy game, with *Blade Runner* they could turn the gaming world upside down. The release is set for November, expect a review soon.



Those cute little Killers are back in Worms 2.
You'll get more chaos, more destruction, more

cartoony capers and more hysterical

late nights! And there are unlimited ways

of enjoying those invertebrate excesses:

single-player, hot-seat (recommended), network or internet.

Humiliate your friends,

take revenge on your family,

annihilate complete strangers.

Worms 2 is frenetic, frenzied fun!

Worms 2. Bad apples in a barrel-load of laughs!



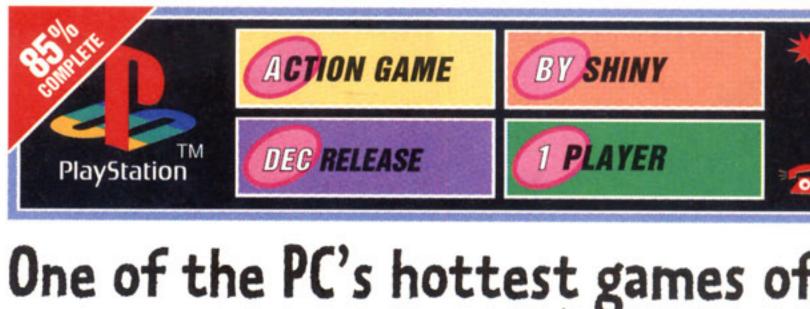






PlayStation





One of the PC's hottest games of the last year gets ever closer to the PlayStation. Go beyond Shiny's *Earthworm Jim* with *MDK*.

ure energy streams recently discovered in space are being used by an alien race to transport themselves to Earth. The aliens have created enormous mobile minecrawlers - entire cities which move around the surface of the planet destroying anything in the way. It's down to you as Kurt, wearing a suit of high-calibre armour, to save the world. In each area, you must race to stop the aliens before the massive crawlers crush the final breath out of innocent Earthlings!



WHOOPS! MIND YER HEAD!

The best feature of the fantastic so-called Coil armour suit is the sniper helmet. Kurt can remove the gun from his arm and attach it to the front of his helmet, giving him a special zooming sniper view. With the helmet on, it's possible to zoom the view right in on any enemy in the level, no matter

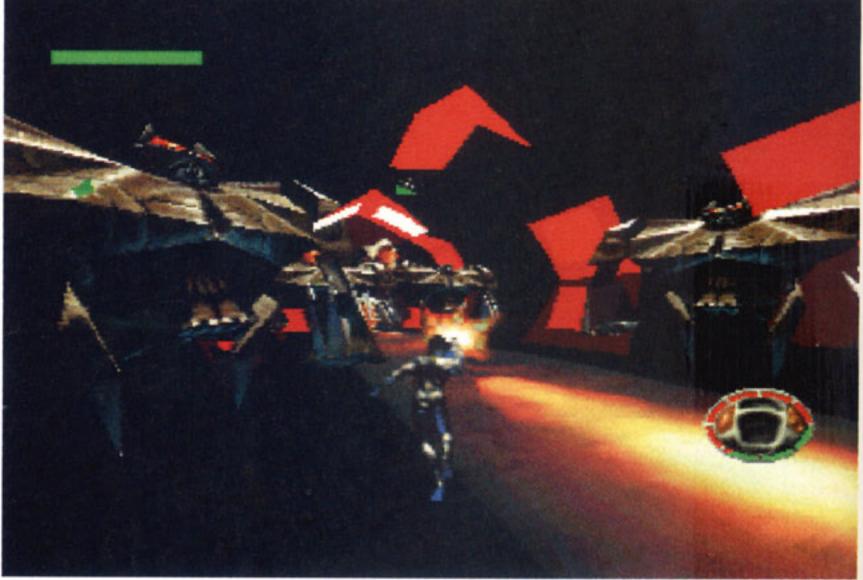
how far away they are. When zoomed in close, it's easier to accurately pinpoint shots so that enemies are taken out in one go - you can shoot off separate limbs from miles away! At the end of a level, the number of enemies killed by having their heads shot off through the sniper view is tallied up.



It is hard for aliens to dodge your long-distance sniper shots.



A shot to the face takes the enemy's head clean off!



Taking on a room-full of massive robots like this is a very bad idea. You need to search the level for some sort of disguise...

The graphic style of MDK is very unusual. Some surfaces are left

GRAPHICAL WEIRDNESS

untextured, while others have wacky patterns all over them. The architecture

version of MDK looks surprisingly similar to the excellent PC game, with only

of the cities is extremely weird, and often very impressive. The PlayStation

a slight loss of detail on the textures. Everything moves around smoothly,

and the sniper zoom is still as good to look at as ever. There are also new

effects on some of the explosions, and the game's still not finished yet!

NON-STOP FUN AND DEATH ALL THE WAY!

The completed version of MDK for the PlayStation will have every one of the levels of the PC game, all of which are brilliantly designed. Each level has a different selection of set-pieces from the last, with different vehicles to use, enemies to get past, and puzzles to solve. The pre-production disc we played already has a section where Kurt can call an alien ship which he then pilots around a group of buildings. Alien ground troops run for cover and hide in bunkers as Kurt rains bombs onto them from above. There are also some brilliant power-ups such as "The World's Smallest Nuclear Explosion", which produces a mushroom cloud only two feet high!









ON A PLAYSTATION NEAR YOU SOON

This is the first version of MDK for the PlayStation that has had most of the main features in place. And it's looking very promising, with graphics that are close to the PC original. What we really want to know is how well MDK is going to play and how long it's going to last. Until it's completely finished we won't know the answer. We'll have a review very soon.





he team responsible for producing Sega Rally, one of Sega's biggest hits in recent years had a bit of a change not long after the game's release. The head of AM3, Mr Mitsuguchi left to form his own division of the Sega R&D Department – AM Annex. Their first game was Sega Touring Car Championship, a follow-up of sorts to the amazing Sega Rally. Now, after a year or so in the arcade it's coming to the Saturn

RACING GAME

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Rally games are old news, now everyone's on to touring car games. This one has a big advantage over its competition – it's done by members of the original Sega Rally team!

SEGA TOURING Car Championship



When watching the replay of a race, you can switch between all the camera views.





PIT IN

To make Sega Touring Car a bit more of a racing experience than Sega Rally, AM Annex included a pit lane to the races. This wouldn't have been much use in the arcades because the races are so short, but in longer Saturn races they can be handy. As you go in, the view moves around your car and your pit crew rush to your aid. Of course, you need to be in a pretty darned long race to be able to catch opponents up after a pit stop, but we know there are people who used to love setting Daytona USA onto 80 laps and

racing for hours. Sad people.





Your pit crew wave you out of the garage. And look – they've got feet!

HU FUR PULE

There are two main modes to *Sega Touring Car* – Arcade and Saturn. In Arcade mode, as in the arcade version of the game, you do one timed lap of the course to determine your grid position for the actual race. If you can get round the two lap race before your time runs out, you go onto the next track. The Saturn version adds more features, with secret tracks (three, as far as we know) and secret cars (the *Sega Rally* Lancia and Celica are rumoured) as well as the expected Time Attack mode.



with all the enhance-

ments we've come to

expect from Sega's

home conversions.



FLUFFY DICE OR NODDING DOG?

The new Saturn mode in Sega Touring Car gives you the chance to set your car up just as you want it, as in Sega Rally. You can set things such as the quickness of the steering, tyre compound, suspension hardness and so on. Most people aren't likely to notice any real difference to begin with, but once you've mastered the game and are attempting to beat lap records by split seconds, an ideal car setup becomes important. You can save your favourite settings to your Saturn memory.

CAR SET UP

AMG Mercedes C-Class AT

SMALL LARGE
QUICK LLOOSE
SOFT L HARD
SOFT R.SUSPENSION HARD
SOFT REAR
SUSPENSION
SOFT REAR
SOFT REA

GAME OVER, YEAH!

We've been playing a near-complete UK PAL version of Sega Touring Car, and it's coming on fairly well. None of us here at CVG were particularly big fans of the arcade version so we aren't getting all that excited about the Saturn version at the moment. If the frame rate gets smoothed out before the game's release, Saturn Touring Car could be enough to convert us. Hopefully. A review next issue, if you're lucky!





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BEWARE OF IMITATIONS





The month's events and software releases at a glance. Oct-Nov

Wanna win the latest games? Wanna find out when all the new stuff is out? Then look no further than these two pages. We unveil the future and we're talking crystal balls.

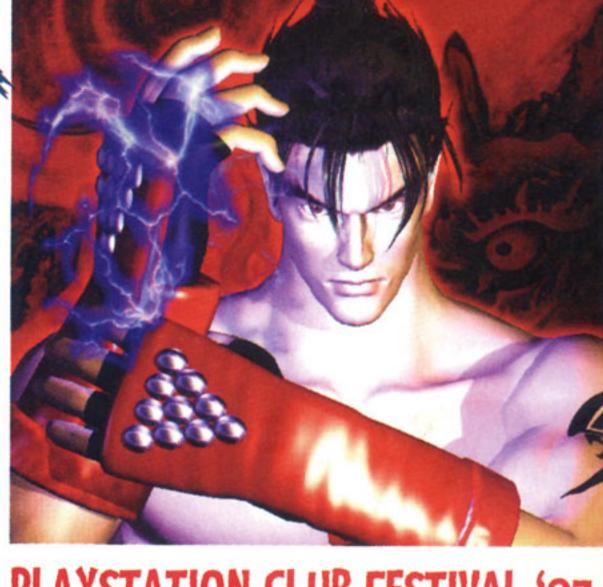
he floodgates have nearly opened. The release schedules are almost buckling under the pressure of so many games. Now is the time to start analysing the release dates, checking out CVG for the reviews, and compiling your Christmas lists. If you still haven't sent thank you notes for last year's presents, you'd better write some quickly. We'd just like to remind you that the trusty release schedule is highly likely to change, because games often slip back in their development. Also companies may want to avoid releasing games on the same day as potential blockbusters (check out 7th November to see what we mean, that potential line-up is definitely going to change). Our palms are getting very sweaty in anticipation over the delights due between now and Christmas. We hope yours are too.

THE BIG NINTENDO SHOW

November 21st - 23rd. Tokyo.

The major Nintendo show of the year. Taking place in the Makuhari Messe, one of the biggest exhibition centres in Japan, this is going to draw huge crowds. The show will be divided between N64 and Pocket Monster, with Nintendo planning to debut nine games, including F-Zero, Zelda and Yoshi's Story. Plus there's third party support showing the likes of Hybrid Heaven, Dracula 3D, Nagano Winter Olympics and Bomberman amongst others.





PLAYSTATION CLUB FESTIVAL

November 15th - Dec. 21. Various cities, Japan.

Last year's PlayStation Expo proved so successful that this year Sony have renamed the show, and are taking it on the road. Unlike most games shows which are trade events only, the club festival has been put together for the gamesplayers. As the show is taking place over two months, new games could be added to the line-up. Tekken 3, Biohazard 2, Metal Gear Solid, Nagano Winter Olympics and Parasite Eve are the games that should be gaining the biggest crowds. Plus the possible appearance of PaRappa the Rapper 2. A fun show with lots of new games, plus all the usual costume competitions and live events that the Japanese are renowned for.





G-POLICE



We've been enjoying catching criminals and saving the day in G-Police on the PlayStation, although sometimes the Havoc gunship is a little too hard to control. What we'd really like is a flashing siren which you put on the top of your craft when chasing a criminal - just like in all the TV cop shows. Is there anything you'd like added to the Havoc that would make the job easier? We want you to design the ultimate police car for catching criminals. Draw the car and tell us the top speed, engine size, main weapon, and 0-60 acceleration - so that we can play Top Trumps with your entries when we've judged them. Send your design to:

KOJAK'S ARKANSAW CHUGABUG COMPY.





Duke finally appears on the Saturn, in all his politically correct glory. Ed's been playing the game since it arrived, and all we hear from his corner is 'Shake it baby' every ten minutes. We quite like Duke's cheesy humour, and all his catch phrases such as; 'I'm gonna get medieval on your asses', 'I ain't afraid of no Quake', and 'Damn, you're ugly'. Can you guess what direction this compo is taking yet? Yup, we want you to come up with new catch phrases for Duke. Draw Mr Nukem uttering his new line, for a chance to walk away with the game. Mark your entries:

I'M A SINNER, NO WINNER COMP.



HEXEN 2



Hexen 2 has got excellent weapons and magic, which makes it a great diversion to our mammoth Quake sessions. We particularly like playing over the net, and turning all the other players into pigs. We wish we could have this power in real life, but alas 'twas not meant to be. You can help us make our dreams come true by doing the next best thing. We want you to draw a member of CVG, casting a spell on the rest of the team. The best spell earns its creator Hexen 2! Send your entries to:

STEVE KEY IS COMPOST COMP.

Send entries as soon as possible to: CHECKPOINT #192 FREEBIES, COMPUTER AND VIDEO GAMES, 37-39 MILLHARBOUR, THE ISLE OF DOGS, **LONDON, E14 9TX**

KEY: It's hot & we want! Red

Blue Stinks of cackola!

GAME NAME

COMPANY

FORMAT

10th October

00

Castlevania: Symphony of the Night	Konami	PlayStation
Extreme G	Acclaim	Nintendo 64
F1-Pole Position	Ubi Soft	Nintendo 64
Premier Manager '98	Gremlin	PlayStation
Lylat Wars	THE Games	Nintendo 64
Rapid Racer	Sony	PlayStation

17th October

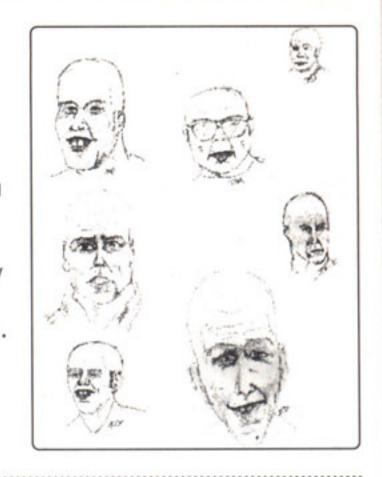
Actua Soccer 2	Gremlin	PlayStation
Judge Dredd	Gremlin	PlayStation
Battle Arena Toshinden 3	Takara	PlayStation
Road to the World Cup - FIFA '98	EA	PlayStation
Fighting Force	Eidos	PlayStation
Resident Evil: Directors Cut	Virgin	PlayStation
Shadow Warrior	Eidos	PC CD-ROM
Supersonic Racers IIXS	Mindscape	PlayStation

24th October		
Monopoly Star Wars	Hasbro Interactive	PC CD-ROM
G Police	Psygnosis	PlayStation/PC CD-ROM
Jersey Devil	Ocean	PlayStation
MDK	Interplay	PlayStation
Overboard	Psygnosis	PlayStation
Sim City 3000	EA	PC CD-ROM
Worms 2	Microprose	PC CD-ROM

IN YOUR FACE!

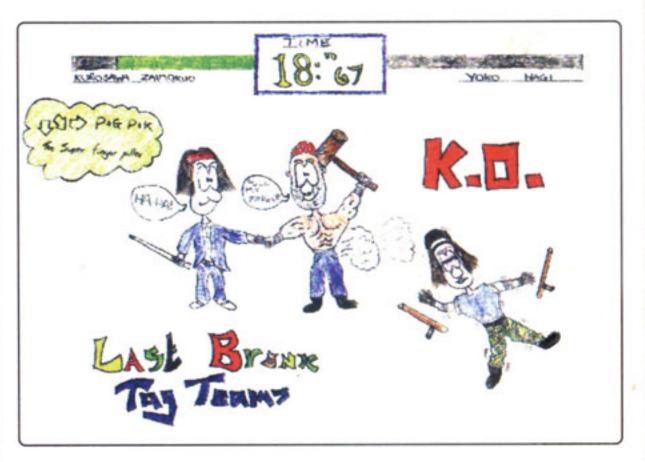
Presenting the Checkpoint winners of issue #190

A great prize, and some great entries that really made us laugh. We wanted you to draw the CVG team, if they had no hair. This was vaguely tied into the fact that Murray Walker is bald. Michael McCall from Essex is the lucky winner, his drawing tells it like it is.



LAST BRONX

We couldn't believe the quality of the majority of entries. We were sent some truly stunning pieces of art. We asked you to draw a move for the game in which the 'bronx cheer' is incorporated. A bronx cheer, is of course another word for a fart. In the end Mark Thompson of Co. Durham is the winner, with the classic pull my finger routine.



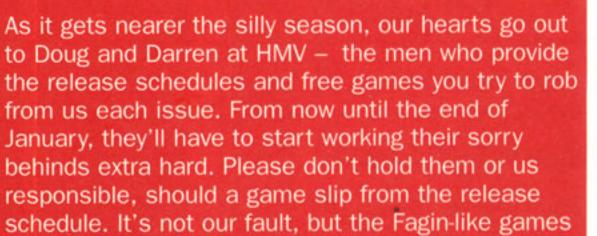
DARK REIGN

You'll have to forgive us, but the August issue was written in June. We didn't know what the

summer's weather would be like. No doubt you were all enjoying the sunshine too much to enter this competition. We had a handful of entries but the lucky winner is Steven McNamara from Co. Dublin, whose drawing shows the utter panic, of what would really happen if it rained cats and dogs.



TA VERY MUCH





companies, who can't get their acts together.

GAME NAME	COMPANY	FORMAT
31st October		
Hercules	Disney Interactive	PlayStation
Namco Museum Vol. 5	Namco	PlayStation
Nightmare Creatures	Activision	PlayStation
Star Trek: Star Fleet Academy	Interplay	PC CD-ROM
Steel Reign	Sony	PlayStation
Wallace & Gromit: Animator Director	BBC Multimedia	PC CD-ROM
WCW Vs the World	THQ	PlayStation
October (no set release)		
Command & Conquer: Sole Survivor	Virgin	PC CD-ROM
Jedi Knight: Dark Forces 2	Virgin	PC CD-ROM
Duke Nukem 3D	Sega	Saturn
Lands of Lore 2	Virgin	PC CD-ROM
Last Bronx	Sega	Saturn
Riven: Myst 2	Broderbund	PC CD-ROM
Unreal	GT Interactive	PC CD-ROM
Wing Commander: Prophecy	EA	PC CD-ROM
Worldwide Soccer '98	Sega	Saturn
7th November	EA	PC CD-ROM
Actua Ice Hockey	Gremlin	PlayStation
Bubble Bobble 2	Virgin	PlayStation
Deathtrap Dungeon	Eidos	PC CD-ROM/PlayStation
Duke Nukem 3D	GT Interactive	PlayStation
Final Fantasy VII	Square/Sony	PlayStation
NBA Live '98	EA .	PlayStation
Goldeneye	THE Games	Nintendo 6
Rampage World Tour	GT Interactive	PlayStation
Resident Evil: Platinum	Virgin	PlayStation
Screamer 2	Virgin	PlayStation
Tomb Raider 2	Eidos	PlayStation
Viper	Ocean	PlayStation
TIPOT THE TANK THE PARTY OF THE	Joodin	1 lay ottation

14th November

War Gods

Colony Wars	Psygnosis	PlayStation
Command & Conquer: Red Alert	Virgin	PlayStation
Grand Theft Auto	BMG	PlayStation
Quake	GT Interactive	Nintendo 64
Marvel Super Heroes	Virgin	Saturn/PlayStation
Red Baron 2	Sierra	PlayStation

GT Interactive

PlayStation

DlayCtation

21st November

Apocalypse	ACTIVISION	PlayStation
Pandemonium 2	BMG	PlayStation
Time Crisis	Namco/Sony	PlayStation
San Francisco Rush	GT Interactive	PlayStation/Nintendo 64
UEFA Soccer	Ocean	PlayStation

28th November

	Ace Combat 2	Namco/Sony	PlayStation	
	Blasto	Sony	PlayStation	
ı	Broken Sword 2	Sony	PlayStation	
	Championship Manager All-Stars	Eidos	PlayStation	

November (no set release)

Blade Runner	Virgin	PC CD-ROM	
Curse of Monkey Island	Virgin	PC CD-ROM	
Enemy Zero	Sega	Saturn	
Lost World	Sega	Saturn	
NBA Action '98	Sega	Saturn	
Quake	Sega	Saturn	
Quake 2	Activision	PC CD-ROM	
Sega Touring Car	Sega	Saturn	
Sonic R	Sega	Saturn	
THE RESIDENCE OF THE PERSON NAMED IN COLUMN TWO IS NOT THE PERSON NAMED IN COLUMN TWO IS NAMED IN			STATE OF THE REAL PROPERTY.

5th December

Adidas Power Soccer 2	Psygnosis	PlayStation
Crash Bandicoot 2	Sony	PlayStation
MK Mythologies: Sub Zero	GT Interactive	PlayStation/Nintendo 64
Mission: Impossible	Ocean	Nintendo 64

12th December

THE Games	Nintendo 64
Sony	PlayStation
Virgin	PlayStation
Virgin	PlayStation
	Virgin

19th December

Riven: Myst 2	Acclaim	PC CD-ROM
FIFA '98: Road to the World Cup	EA	Nintendo 64
Piste-Basher 2020	NSD Productions	We don't think so!



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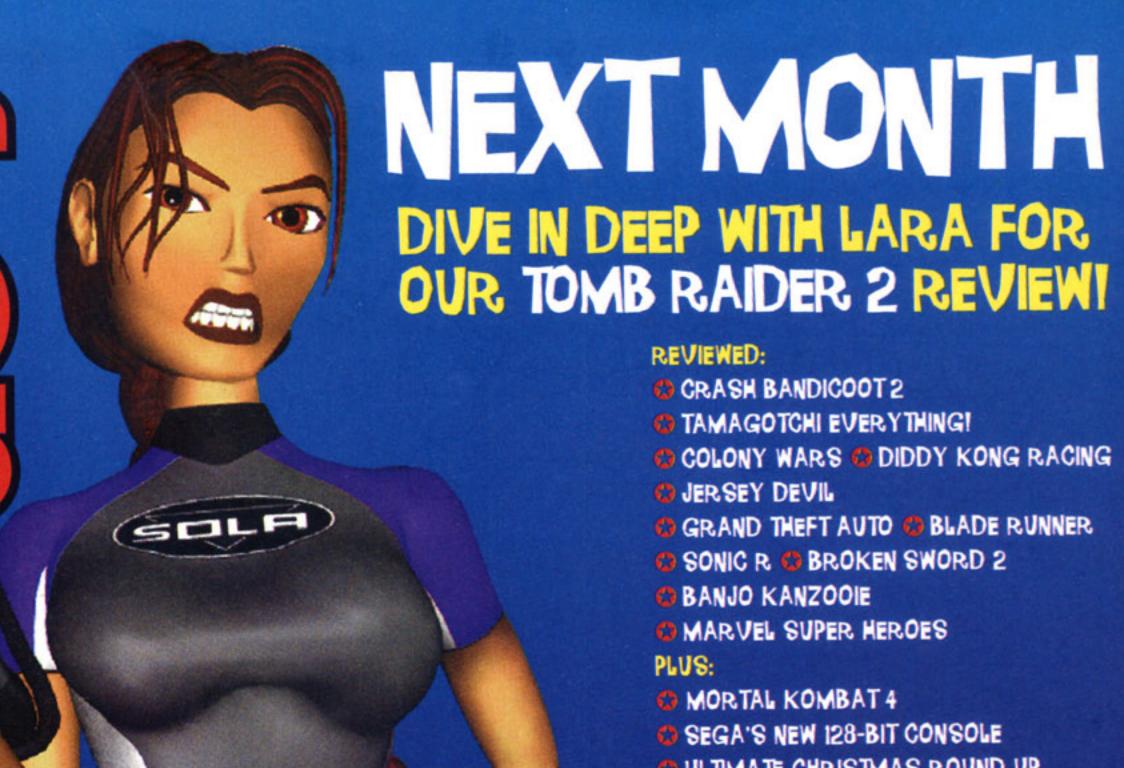
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- TAMAGOTCHI EVERYTHING!
- COLONY WARS DIDDY KONG RACING
- JERSEY DEVIL
- GRAND THEFT AUTO BLADE RUNNER
- SONIC R BROKEN SWORD 2
- BANJO KANZOOIE
- MARVEL SUPER HEROES

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Tekken 3 guide (with extra tiny moves), first in-depth look at Star Fox 64, second part of our pro-guide to Fighters Megamix, full reviews of Mario Kart 64 and Dungeon Keeper.

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Tomb Raider 2 feature and interview. House Of The Dead guide and maps, Vampire Savior moves list. Mario Kart 64 short cuts and tips. The Lost World games, Formula 1 '97, G-Police.

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Final Fantasy VII: world exclusive interview with developers Square Soft. Plus monster coverage of Capcom's Marvel Super Heroes and Street Fighter EX PLus Alpha. Plus cool Top Skater cheats.

I say newsagent, this is an awfully nice shop. Could I trouble you with the task of reserving one of those jolly CVG books every month? I'll be sure to be punctual upon my collection of said item. Thanks awfully. Cheerio.

NAME	
ADDRESS	•
SIGNED	Computer

51

77/1621 293

he numbers involved with Final Fantasy VII speak for themselves, in terms of sales, and the hours of enjoyment it offers. But statistics don't make Final Fantasy VII the unforgettable classic it's destined to be. The experience, of a kind never-before realised in video games, is what will speak to you personally. And the message is power.

Never underestimate the power - Sony's campaign since the launch of PlayStation. Final Fantasy VII captures it all. Most importantly, the intensity is driven home from the inside out. The core of the game, its theme, is energy - which is developed through the story it tells, and takes shape as some of the greatest moments in video game history. Arguably some of the best moments in entertainment history.

The gaming equivalent of a meteor heading toward planet Earth is about to impact. SHOCKWAVE!!!

ROLE PLAYING ADVENTURE *

Final Fantasy VII is a Role Playing Game (RPG). Unfortunately for those who still need the concept explained, RPGs are adapted in many different ways by games producers. But the version most suitable to explain FFVII is this: You adopt the role of a character on a quest to save the world. His abilities improve according to experience in battle. This translates as enhanced physical attributes, and an increasing selection of cool magic.

These skills help to survive the dangers of a huge world, which can be explored at leisure. So long as your idea of leisure is fighting creatures from the back of oblivion, and solving planet-size problems. To increase your chances of success, other like-minded characters assist in the battles. Occasionally they help solve problems too. If you pay attention to what they're saying.

Only if you become the very best you can be, by learning how to fight skilfully; visiting everywhere possible, and solving all the puzzles, will you save the world.

PlayStation The most powerful PlayStation game in the world, Final Fantasy VII. Prepare for this to rock your emotions; revolutionise your belief of what a video game can achieve.

ROLE PLAYING

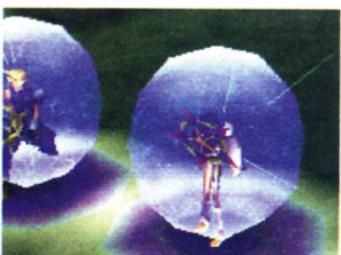
NOV 21st RELEASE

BY SQUARE SOFT

1 PLAYER



When characters switch weapons, the change is shown on screen. Barret (above) uses a Chain Gun as standard. He can also use a laser, a drill, and this **Rocket Punch arm!**



STICKS AND STONES

PRICE £44.99

NO OTHER VERSION

FORMAT 3 DISKS

One of your primary occupations in FFVII is surviving lots of battles, so the graphic rewards for being skilled are made to leave you gasping. Only the villages and towns are excluded from the fighting element. Even so, there are secluded areas in which danger may strike. When the enemy attacks, they do so from out of nowhere!

STICKS

Physical weapons are the easiest to master. Some are bought, but the best are found, and they're often quite elusive. You'll find that sometimes cutting up the enemy is more effective than using powerful magic.





Summon RedXIII 3410 516 ltem.

 Battle commands are accessed from a speedy menu, once the time gauge is full. Since you control all of the people in the group, this is obviously the easiest way.



Shinra's president confronts AVALANCHE. He's brought trouble.



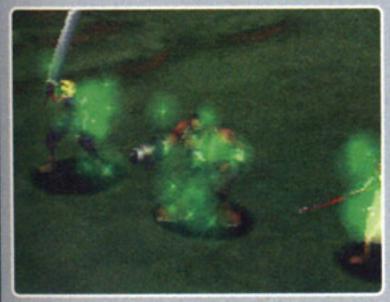
'Airbuster' is the first major enemy you encounter. He's tough!

STONES

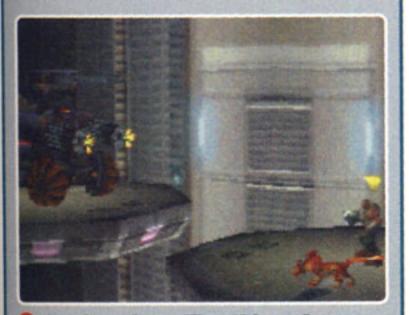
Most weapons and protective gear are full of holes. These have a special use (it's not that the guy who made them is crap at his job). Small stones called Materia are inserted into the holes to impart special properties. There are five different types, each distinguishable by colour. A cool feature of Materia is that the more you use it, the stronger it becomes.



Yellow Materia awards extra skills. The most impressive type is 'E-Skill', which memorises cool enemy attacks, allowing the owner to fire them right back!



Magic Materia (green)
enhances attacks, and lessens
the damage from enemies. Fire,
for example, can be absorbed.



In situations like this, where the enemy occupies different ground, magic is almost essential. Projectiles are usually weaker.

CALLING NAMES

Magic Materia is the most intriguing of all types, because it offers the most impressive results. The only downside is that

magic Materia drains some physical energy when it's installed. But an arsenal of attacks like these is worth the sacrifice.

STANDARD MAGIC (GREEN MATERIA)

Call upon the elements, or conjure some dread poison from the air, to launch unavoidable attacks on the enemy. By equipping blue 'Support' Materia, the effects can be at least doubled. Choose your magic wisely because, just like you, some enemies may be immune to or even absorb some types.

Barret

Tifa



364/ 364

266/ 294

SUMMON BEAST (RED MATERIA)

Colossal, fantastical gods and mythical creatures which erupt from the ground, or else descend from the heavens. With cool names like Ifrit, Katijana, and Hades, these are the main attraction no doubt about it. Watch in awe as they stage unforgettable onslaughts which you never tire of seeing. You read it here first: 'Neo Bahamut' deserves a place in the video game hall of fame!





WHAT'S WITH BIG BIRD?!

He's a Chocobo (not a giant chicken), the traditional means of transport in Final Fantasy lore. There are different strains of these chirpy partners to choose from, each pedigree suited to its own area of terrain. Yellows are the most common – these you find anywhere. The Blue, Green, and, eventually, Gold types you have to breed, in order to cross difficult rivers and climb mountains.

BAG HIM!

Before riding a Chocobo, you need to catch one. This is done by equipping a 'Chocobo Lure' Materia, then hanging out where there are Chocobo tracks. Pretty soon your team will come under attack by a couple of enemies you'd expect – plus one cheeky Chocobo. Throw him some food (bought from the farm), and clobber the enemies. Make sure not to thwack the bird by mistake – Chocobos get nasty if they feel threatened! Once the other enemies are dead, the Chocobo is yours. Let's ride!





Visit the Choco Sage for advice.

Outrun giant desert snakes!

CHOCO-MATE!

At a later stage in the adventure, the owner of Chocobo Farm lets his land for Chocobo breeding. Chocobos are reared in the stables, where they eat greens to become healthier, and more intelligent. Once you have a couple to be proud of, it's time to 'introduce' them and make a new breed. Diet plays an important role too, where certain types of nut produce a certain type of Chocobo. Bear in mind the finest nuts are the hardest to find. Good luck with your first Gold Chocobo!



PlayStation

FINAL FAINTASY

DYNAMIC NEW FRIENDS

The plot-line which runs through FFVII is magnificently complex. It concerns subjects that are often very deep, which may cause you to think very seriously. Yet the

> driving force is always hope and courage, against all odds. You feel good because you know you can win.

The story begins with a revolutionary group called Avalanche - a small team rebelling against the all-powerful Shinra organisation. Shinra built their empire on the

back of a technology which extracts the life force of the

planet, and transforms it into power. It's believed that Shinra even use this life force, Mako, to enhance the abilities of their soldiers, which explains the glow of their eyes. Impressive, just

like anything Shinra creates. But in their selfish rise to glory, Shinra rubbished the lives of many innocent people. Avalanche is just one example of how the people are trying to fight back.

Shinra's immense HQ is the centrepiece of a city called Midgar. Here our hero, Cloud, joins Avalanche as they sabotage a giant Mako reactor. Cloud once belonged to Shinra's army, but was disillusioned after a



This guy Reno belongs to Shinra's mafia - The Turks. **Having sworn their** lives to Shinra, The **Turks confront** Avalanche at key points throughout.



Cloud marvels at one of the immense **Mako reactors before** joining Avalanche at the main entrance. This is a really slick cut scene used early in the game.



tragedy involving the most respected figure in the force – a soldier called Sephiroth.

Cloud the revolutionary, then? If only it were so simple. The Sephiroth incident was only the beginning of Cloud's initiation into Shinra's best kept secret. Something so chilling you may sometimes wish you had never begun to seek it out.

rumours spread about the threat of censorship. A site on the internet even allowed concerned fans to 'sign' a petition against such a move. It's not certain whether Square Soft had planned omissions, but the censorship never happened. US/UK players are getting everything the Japanese version had - and more! We asked Kenji Mimura at Square LA to explain why.

* Please could you mention the most significant comments made by Japanese players of FFVII, and how Square Soft responded.

ENGLISH FFVII IS THE BEST!

When Square announced Final Fantasy VII for the US,

There were comments by Japanese gamers that the game was difficult due to many battles. With input from our hands-on players, we have balanced the encounter rate of battles, and we have added several events and several new Weapon monsters to have the players be fully engulfed in the story of FFVII and to have new challenges against these new monsters. The additional Weapon monsters are designed to be even tougher than the final boss.

indicators point to enemy weak spots in the English-language version of Final Fantasy VII. Just press the R2 button to see them.



* How closely does the the manner in which characters refer to each other, and the dilemmas they face remain true to the original?

The dilemmas the characters face remain true to the Japanese version. But additions have been made to the English version to further enrich the story of FFVII. The narratives were not changed. They have been translated to be as close to the original as possible.

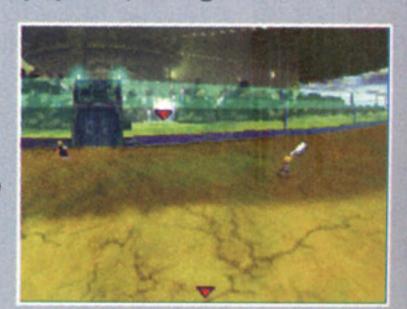
Barret is the tough guy, so he talks tough. **Square Soft** even allow him to swear! His whole manner indicates that he's ready to fight hard.



What was the reason for including new Elementals in the US/UK version of FFVII? Why weren't they included in the original?

With the time we had since the release of the Japanese version, we were given the opportunity to fully consider and incorporate the feedback from our Japanese gamers. With this opportunity, we wanted to have the American and European gamers to fully experience the Final Fantasy VII story by incorporating new Elementals.

The tiny red arrows show the exits. These are new to the **English version** of the game. The white pointer has always been an option.



Is FFVII now the greatest RPG that Square Soft has ever created?

We feel that we create games that are at the maximum of the available technology. With FFVII, the increased memory capacity of the CD-roms enabled us to create a masterpiece that takes us into the next generation of interactivity.

Please pass on a message to all the UK players who are eager to play FFVII.

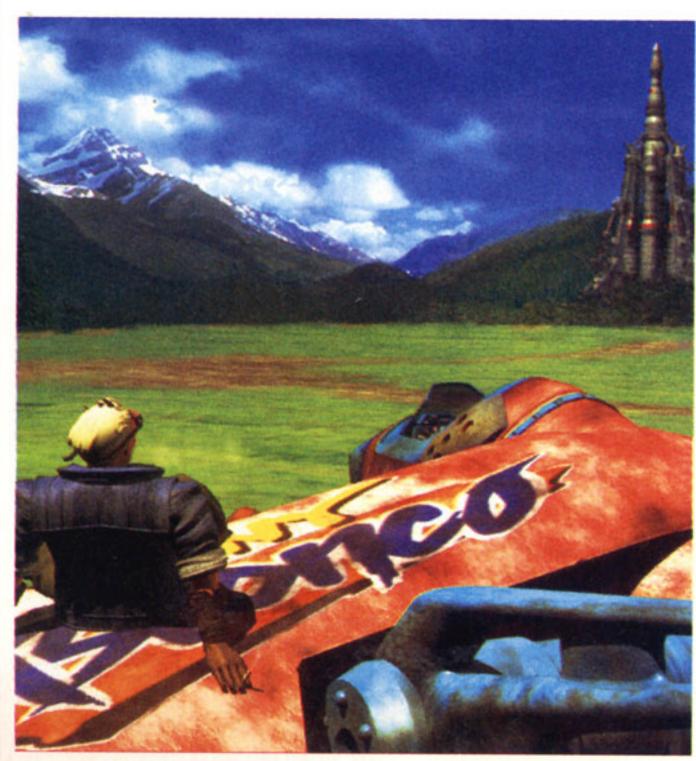
With close to 200 people and two years of development, we sincerely hope that the European players will be engulfed in the Final Fantasy VII experience.

COOL TRANSPORT AVOIDS HEAT

Our understanding of the world - its size and limitations only goes as far as our experience of it. This is how Final Fantasy VII works, challenging you to push back the boundaries of an imaginary world.

Rather than present everything at once, losing people, the world map unfolds piece by piece. Specific problems or key battles have the same effect as locked doors. Only when you have achieved the level of ingenuity required to be granted the key - whether it's to find an enemy's weak spot, or hit upon the solution to a puzzle - are you presented with new horizons. To close the distances as they become greater, the team are presented with a cool set of vehicles.

The experience is always rewarding and fun, since predicting the future is impossible. Your mission is always to be prepared for what is to come.





Choose to view the outside world from high above, or ground level. Whichever way you choose, the detail is impressive.



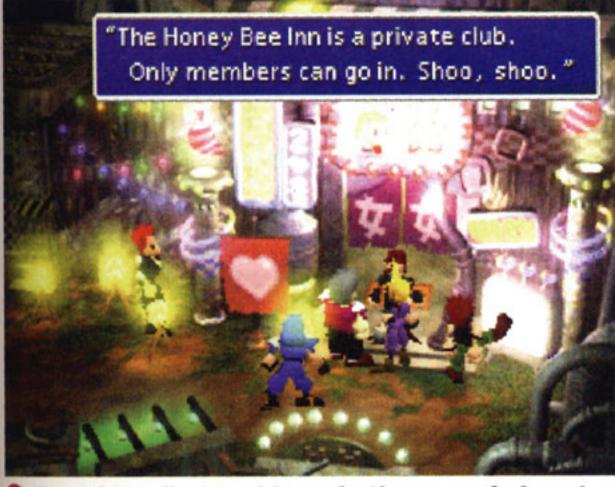
The final transport made available is 'Highwind'. In the air there is no threat of attack, and places are reached in mega-quick time.



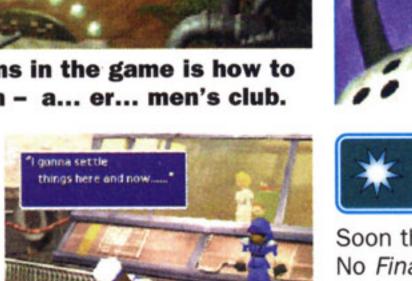
Lurking beneath the sea are some incredibly tough enemies, including one of the new deadly Weapon monsters.



The team fights Jenova in many incarnations throughout the game. This is 'Jenova BIRTH'.



One of the first problems in the game is how to get into the Honey Bee Inn - a... er... men's club.

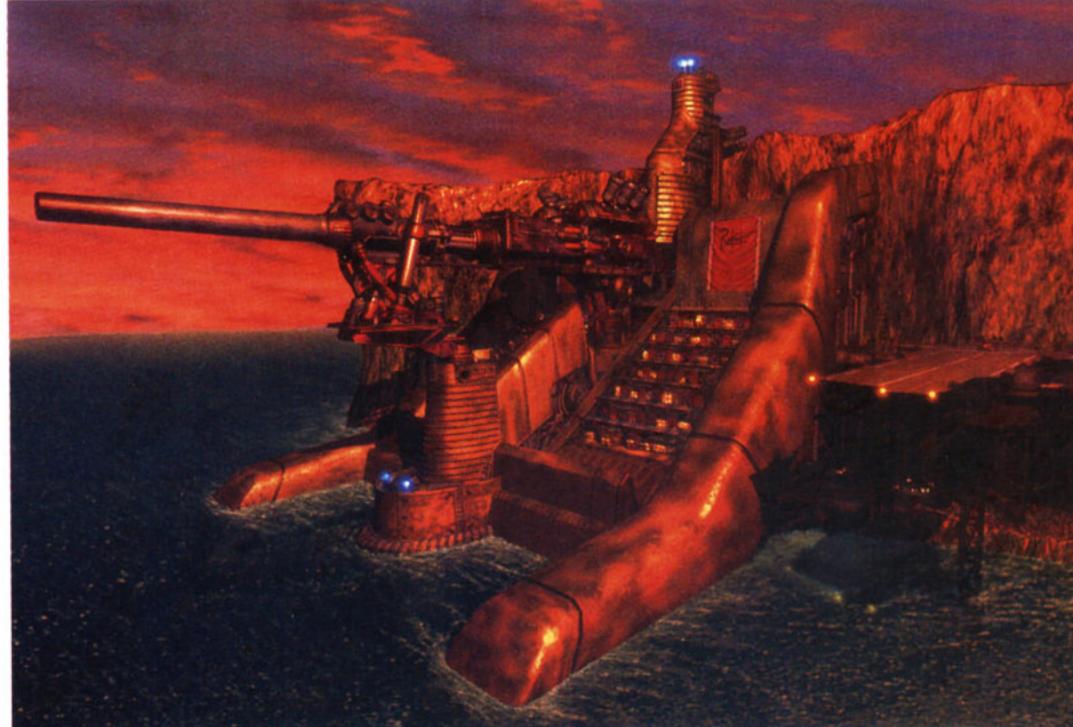














SEPHIROTH

Soon this name will chill you to the core. No Final Fantasy VII feature is complete without acknowledging Sephiroth's power. Darth Vader is sinister as galactic super villain in Star Wars. Sephiroth is the equivalent of Darth Vader - times ten! You'll swear he is a demon, judging from his

diabolical acts.

makes a sinister departure from what you originally believe FFVII to be. Sephiroth is a threat to Cloud physically, mentally, and spiritually. His dark mystery is linked to a top secret Shinra project, code named 'Jenova', under which genetic experiments created

When Sephiroth is

introduced the plot

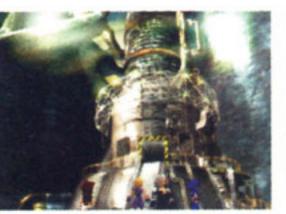
disgusting mutations. At first Sephiroth seeks to avenge Shinra's immoral acts. But, for reasons beyond his control, Sephiroth soon lusts for the mbolised by Jenova – to have all

the universe respond to his needs. Make sure you have the doors locked, and all the windows closed for the final, climactic confrontation!



Sephiroth destroys everything to get what he wants. The scene above will break your heart.





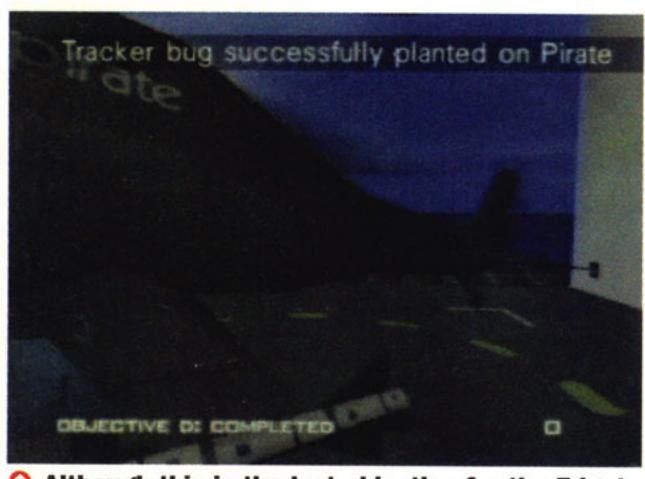


If you own a PlayStation you must own this game. Not least because Final Fantasy VII introduces an incredible new era of interactive entertainment. From the moment Aerith fixes her eyes on yours during the opening movie, you're in for the ride - no way you're going to let her mystery lay unsolved. Adapting to the game's style takes no longer than winning the first few battles, and being tempted by the first threads of the magnificent plot. From then on you're hooked, because Final Fantasy VII is like nothing you have ever experienced before. Square Soft have adapted their most popular series to become something very different; something truly unique. Three CDs containing sights and sounds previously unimaginable. Each connected by a thrilling storyline, brought to life with ingenious gameplay. The future of PlayStation is assured by this key to the future of games. PAUL DAVIES



A must-have game for your PlayStation. All the excitement you expect, empowered by heartrending emotional scenes you don't. Buy this.

f you have any doubt over whether to buy this game or not, take your time to look over the next four pages and with any luck, all those worries will disappear. And even if you didn't like the film, the game is still awesome. As soon as you boot up Goldeneye and the film style credits appear, you know that it's going to be one of those games. Then the theme music kicks in and before you know it, you'll be off buying yourself a tux and a bottle of Martini as you marvel at the wonders of James Bond. Rare have come up trumps with this title, and this will confirm them as the best third party Nintendo developer. Everybody else should take note of games like this. Rare rock!



Although this is the last objective for the Frigate stage, it's worth doing first to save a bit of time.



It's the game that all N64 owners have been waiting for. Goldeneye can only be described as the greatest movie conversion ever!



MY EYESI ZE GLASSES, ZEY DO NUSSINI

The oil barrels that are located around the various levels may appear to provide good cover, but they are in fact incredibly hazardous to your health. Not only do they explode after a few well placed rounds causing you damage, but they kick up a big plume of smoke making it impossible to see more than a few feet in front of you. And the noise they make will alert all of the troops in the area, who come to investigate, find you and starting unloading everything they've got.

Oh well, it was fun while it lasted.







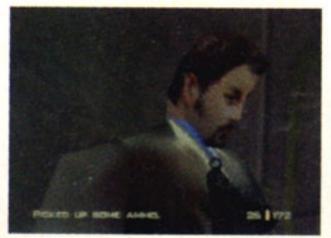


Once you reach the missile silo stage, the tasks set before you become a little tougher. Wandering between the rocket launch sites you come across small laboratories full of scientists and guards. The scientists need to survive, so take care when dispensing the guards. Then you have to put the willies in them so they drop keycards and in one instance, a DAT code – the

have to look around to find the green circuitry lying on the tables. But all of this has to be done in double quick time – you only have seven minutes to complete the level.

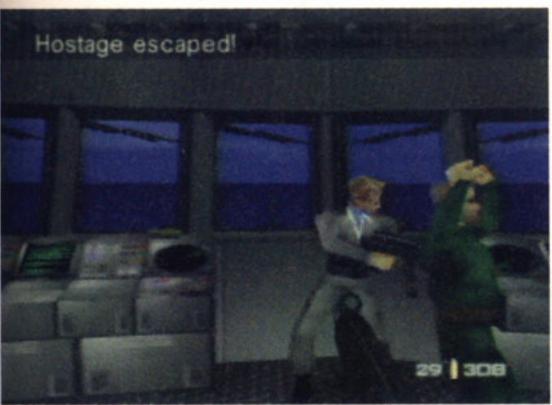








the special force enemy that appear once the alarm has been triggered. They will kill you. Oh yes.



Quick quick! You have to pop the terrorist in the head before the hostage cops it! Hurry!



Enemies hide under the stairs so they can take a few shots before you spot them.





YOU MOVE, YOU DIE!

The Frigate stage is one of the most entertaining in the game as you have to be constantly aware of your surroundings in order to complete it. Scattered around the ship are hostages who need saving from the clutches of the evil henchmen. If you enter a room with a hostage inside it, you have about three seconds to take aim and fire at the captor before he executes the helpless civilian. A couple of the hostages are situated next to bombs, so going in all

As James walks around the corner, a

hostage with his hands up comes into

view. What else is around the corner?

Err, not exactly! As you stroll round the

to take you out! Spin round and pump him

corner, this guy is lurking with two DSKs

full of lead before he has the chance!

guns blazing will make them detonate under the crossfire and you'll all die. Should three or more of the hostages kick the bucket, the stage is over and you have to start again. But one final point should always be in your mind. Once a hostage is released, he isn't free. He has to get to the outside of the ship first, so make sure the surrounding rooms are clear before he runs away, because the terrorists will still shoot any unfriendly patrons aboard their ship.



A swift sidestep reveals the terrorist who cops a few rounds of Mr Bond's Soviet machine gun! All clear now!





And now the hostage is released and free to go! You always have to assume there are two or more baddies protecting each other.

DARKNESS DESCENDS

Look out for this hand on the park stage

as a very handy body armour is here too.

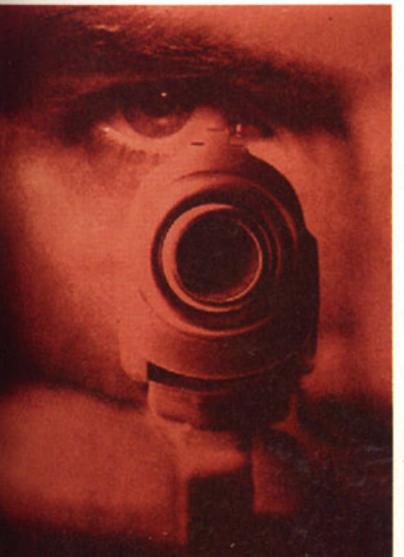
Remember the snow level from the beginning half of the game? You'd better remember where everything is, because you'll be visiting it again. But at night. This stage will take you ages to finish, simply because the visibility is so poor. Troops come at you from all over the place, so unless you see one early you'll always take

hits. The bunker that was such a hazard from the earlier level, is the ultimate goal, but the comms link between the bunker and the satellite needs to be taken out as well. We'd advise using any silenced weapons to avoid unwanted attention, and also look out from more security cameras - they have been installed at extra places around the level.











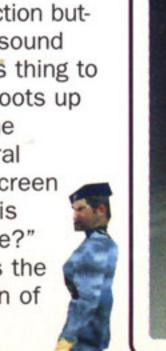
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Any security camera is a pain. Shoot it immediately!



Just a tiny little hint to avoid you ruining all your hard work. When you do eventually find the comms link on the night stage, don't go up to it and use the action button. This may sound like an obvious thing to say, but this boots up the link and the Russian general appears on screen asking "What is wrong comrade?" He then alerts the entire battalion of troops and you die!



COLD DE SAN

Sniping guards through the glass muffles the sound of the blast but still kills.



There is no time to try and aim if a guy is this close to you. Pump him full of caps!



of feet trying to aim at you.

PUT THE PIN BACK IN

Another useful pointer is that killing certain enemies quicker reaps rewards. Many of the troops carry grenades and if you kill

> them as they are about to pull the pin out and throw one at you, they'll drop it onto the floor for you to collect.

Obviously, use them sparingly once collected because of the racket they make, but for clearing a bunch of soldiers quickly they cannot be beaten.









FANCY MEETING YOU HERE

Secret meetings with ex-KGB agents in St Petersburg park? Hmmm, sounds a little dodgy to us, but that is the state of affairs as you continue your quest to expose Janus. Robbie Coltrane makes his first appearance in the game as Valentin, the KGB agent who has switched allegiances and sets up the meeting between you and Janus. At first, finding him is a little more difficult than you'd imagine as he's tucked away in some form of container. The best bet is to shoot the soldiers, run to where they appear from and they eventually lead you to him.



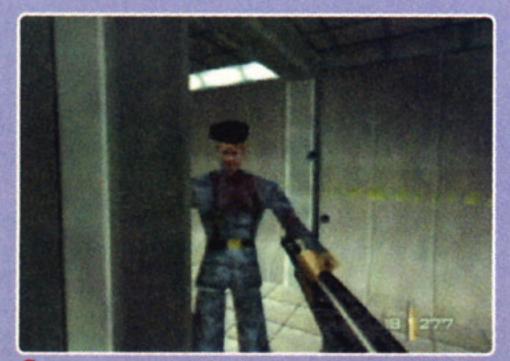
LET'S HEAR IT FOR THE ENEMY

Something which deserves a mention here, is the enemy reactions to different situations. Where you shoot people obviously has an affect on the extent of the injury you cause them. Soldiers, for instance, can take a wealth of bullets to their arms, causing them to stumble for a few seconds before actually dying. One round to the head however sees them die instantly, dropping their weapon (which every dead person does). You can tell when someone is dying because their clothes become slightly bloodstained as well. Enemies also react to your actions. If someone is shooting at you while your back is turned and you spin around to face them, they'll often roll behind buildings or scenery to save themselves. This is all well and good, but then they come strolling around the corner as if nothing had happened, which

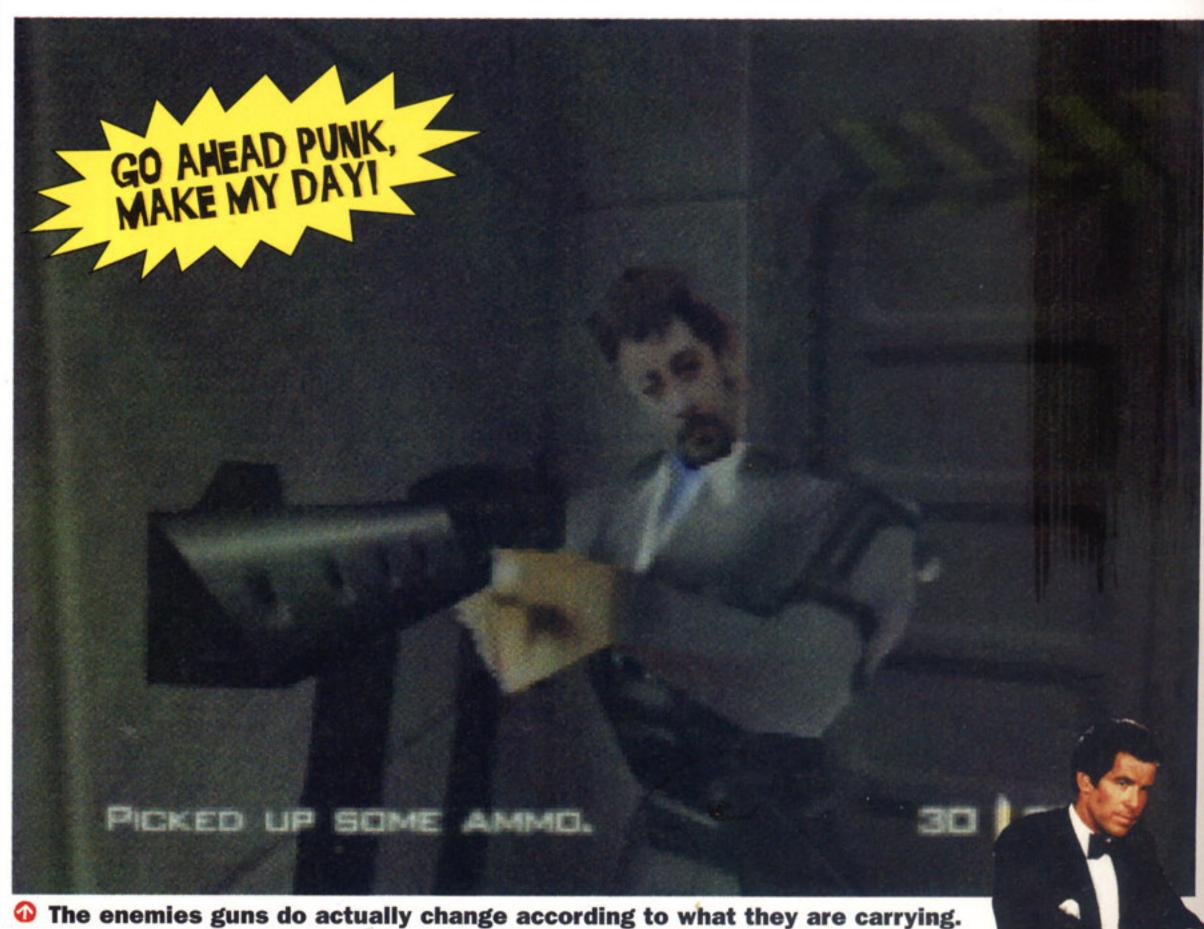


kind of spoils it a bit!

After one blast from the Soviet, the chest is bloodied and the man is down.



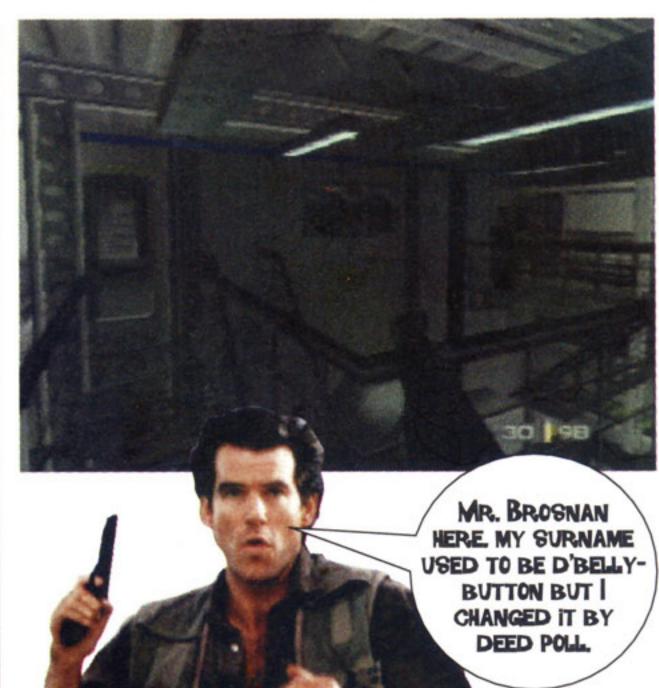
This soldier's arm is also bloodied, to indicate where you've shot him.

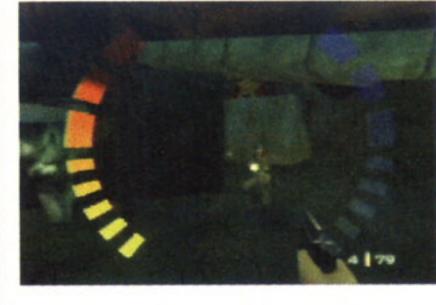


I have the Goldeneve firing key new.

In true Bond fashion, he still has all the little tricks up his sleeve. Without wanting to give too much of the game away, Bond finds his magnetic watch very useful when he meets Natalya for the first time. Not only can he attract a set of keys to open some important doors, but also nick a set of throwing knives from a guard as well. These can be picked up after every use, but are incredibly difficult to aim.









Shooting people in the neck will result in this sort of reaction. It's actually quite funny to watch.

Goldeneye has been in development for

appeared. I was wrong. Very wrong. Even

"another Doom game" it's very different

onds. Sneaking around, shooting security

cameras through windows with silenced

so long that I was expecting it to be a

though many people will look on it as

to play. Running along corridors with

weapons, and slowly figuring out the

best way to do each mission is how to

the only one you'll really notice while

looks like the best thing you've ever

playing), and in some areas Goldeneye

seen - the first time you see the level

want to kiss the TV screen! This is the

four satellite dish through the fog you'll

game that'll convince more people they

need a Nintendo 64 than anything else.

ED LOMAS

do it. There are very few graphical glitch-

es (enemy guns poking through doors is

guns blazing will get you killed in sec-

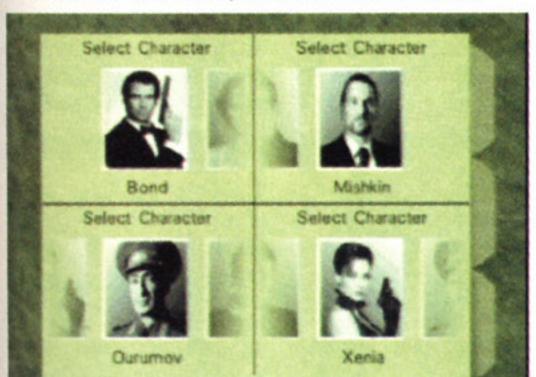
real disappointment when it finally

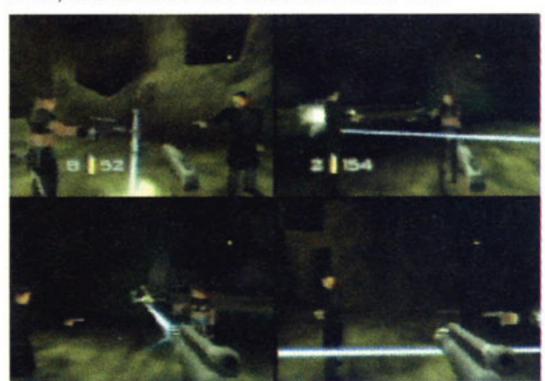


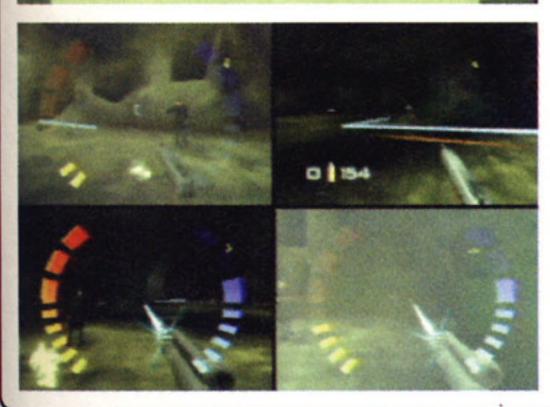


BOND IN BITCH-FIGHT SHOCKER!

Perhaps the biggest surprise about Goldeneye, is the four player deathmatch option! And the best thing about this, is that you have to do really well in the one-player to reap the biggest benefits. Apparently, every character in the game is playable in the deathmatch including people like Odd-Job and Jaws, and some of the backgrounds from the main game become playable once they have been completed in single player. Deathmatches can be completely customised to cater for your specific needs. You can set a time limit, number of kills, one hit kills (by using the Golden Gun) and auto aiming. Once you're in the level, it's time to use that licence to kill.









And so it should.

The Nintendo 64 now has three of the greatest games I've ever played – ISS 64, Lylat Wars and now Goldeneye. All High Fives at the top of the pecking order. Even though I do like the James Bond movies, I wouldn't say I'm a major fan, but this game just makes me want to see them all again. The whole atmosphere is what makes this, as everything has an espionage feel to it. Sniping enemies from miles away, installing modems, taking secret pictures of enemy satellites and plans... There is no other game like this! It's graphically superb - maybe a little bland at times - but once you get involved in the missions, that is forgotten. This is the best game I have played in a long time, and one that you should all purchase immediately. steve tes

The four player mode is dead cool, especially once you have secret characters.









Star in your own James Bond movie with the most enthralling, atmospheric and clever game for the N64. Move over Mario, the name's Bond!

















ast year Duke Nukem did what no-one thought possible - he took on Quake! Both games were released within a few months of each other, and had both spent ages in development. Duke Nukem 3D didn't just disappear with many games like it, instead it won many fans who preferred the one-player mode to Quake's. Now, both games are coming to the Saturn from Lobotomy - the Stateside programming wonderboys. You really won't believe what they've managed to do!



Aliens are stealing all the Earth's babes! That really gets on Duke's nerves, so he's out to get revenge in this non-stop B-movie extravaganza!



The disco dancers open their tops and dance if Duke gives them a wad of dollars!

SUITABLE ONLY

FOR PERSONS

OVER YEARS

The PC version of Duke Nukem

3D got a BBFC 18 rating, and

most of the offending material

is being removed for the

upcoming Nintendo 64

version of the game.

Sega obviously don't

everything into the

Saturn game! This

will have an official

means that the game

have a problem with the

adult nature of Duke 3D

and have allowed almost

rating to stop young children

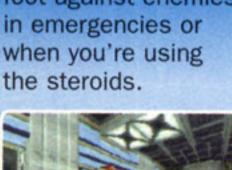
seeing some of these things!

THE ARMOURY

Duke has a brilliant selection of weapons available to him. He starts the game on top of a building as the aliens shoot his plane down, leaving him with only a small pistol

MIGHTY FOOT

Only use the "mighty" foot against enemies in emergencies or when you're using the steroids.



RPG

which does huge dam-

age. Don't use it when

close to enemies, or

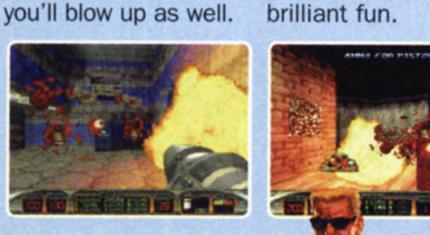
A Rocket-Propelled-

Grenade launcher



PIPE BOMBS

Throw one on the floor, get to a safe distance and trigger it! Pipe bombs can be tricky to use, but are brilliant fun.



PISTOL

The pistol isn't as bad as you may think at first. It fires quickly, but needs reloading every few seconds.



DEVASTATOR

SHOTGUN

up close, but too slow

Powerful when used

useful against really

at reloading to be

big enemies.

and his size 16 combat boots. As the

adventure goes on, Duke can find more

infested spaceport orbiting the planet!

powerful weapons on Earth and in the alien-

An enormous weapon which fires two barrels of small missiles at once! Very damaging and easy to use against all enemies.



CHAINGUN CANNON

A machine gun which sprays bullets at amazing speeds. Useful in almost any situation.



FREEZETHROWER

Hit an enemy enough times with this weapon to freeze them solid, then kick them to bits before they defrost!



SHRINKER

to kick ass and

CHEW BUBBLEGUM.

AND I'M ALL OUTTA

GUMI

Most small enemies can be shrunk with a single hit from this gun. Simply stamp on the midgets!



TRIP BOMBS

Stick the unit on the wall and get out of the way quickly! If anyone breaks the red laser beam, the unit explodes!







What's going on here? These small cubicles show naughty images on the screen and have toilet paper dispensers on the wall. We honestly don't understand.





The aliens are even hiding in this "interesting" magazine shop. Very reminiscent of Tom's house.

Hello! There's Duke in the mirror! Behind him you can see the flying droids about to attack.



WOAH! CHECK THIS BIT OUT! AND THIS BIT! AND THAT...

There are so many brilliant sections in *Duke Nukem* 3D's levels that it's impossible to point them all out in the magazine. Instead, here are just a few bits of ingenious level design that stand out.



This is the set of the Duke Nukem movie! There's even a cardboard version of an earlier level!



This city is half submerged in the ocean! You can swim in and around all of the buildings!

W HALL TO THE KING. BABY!

Like every action hero, Duke has a load of one-liners that he comes out with during the game. Many of them are quotes taken directly from famous action movies which he mumbles in his famous gravelly drawl. A number of new phrases have been recorded for Saturn *Duke 3D*, including Steve's favourite "I'm gonna get medieval on your asses!". Duke's so hard that he even swears occasionally, with a more offensive version of the famous phrase "Holy poo poo!".



LIGHTUP YOUR LIFE!

Lobotomy haven't just converted *Duke Nukem 3D* straight across from the PC brilliantly, they've also added amazing coloured lighting effects! Each weapon makes the walls around Duke light up, while many of them have their own light-sources. The rockets from the RPG, for example, light the surrounding area with an orange glow. All of the effects look fantastic and show how well the Saturn can do 3D effects in the hands of the right people!



Shooting the explosive barrels isn't only useful
 it looks wonderful as well. Just look at that!









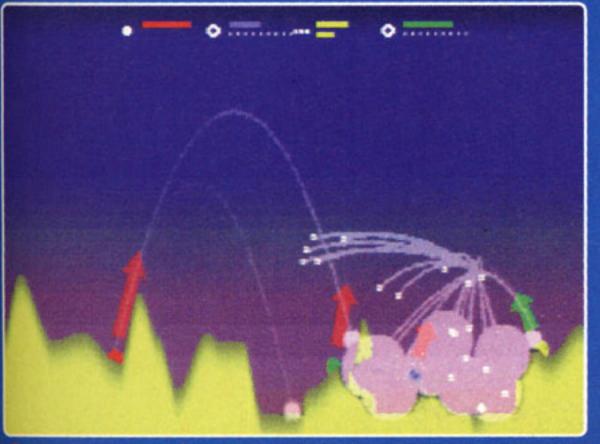
Duke starts the third level unarmed and in the electric chair! Quickly find a weapon and escape from Death Row!

CVG OPINION

I was completely blown away by Duke Nukem 3D on the PC. The amount of effort and detail put into each and every one of the levels is unbelievable, and thankfully just about every little bit is included in the Saturn version! The graphics are fantastic - detailed levels which move around quickly and smoothly, plus the brilliant new lighting effects make this the best-looking console corridor game! The controls have been changed quite a bit to fit on the joypad, but mostly work well. All the original levels are included, all of which are massive with loads to do in every single room. Just about every area in the game is memorable because of the variety and detail throughout. The only bad thing is that the enemies are still pretty terrible. The aliens are all very uninteresting and get really blocky up close, though the enormous bosses make up for their problems. Duke Nukem 3D has always been a better oneplayer game than Quake, and it works as well on console as it ever did on the PC. The size of the game, the cheesy sense of humour (one that actually works), the non-stop high speed bloody action, the excellent levels - all go to make up the best console corridor game there is. Make sure you get it. ED LOMAS

PLUS! FREE GAME: DEATH TANK!

The more "hardcore" of you may remember that completing Lobotomy's hideously difficult challenge of finding all 23 team dolls in *Exhumed* gave you nothing. Even more annoying was the fact that American gamers were rewarded with a free hidden multiplayer game called *Death Tank*. Never fear! To rectify the problem, Lobotomy are including it on the *Duke Nukem 3D* disc! We're not revealing how to get it, but it shouldn't be too much of a problem. More soon.



1 It may look like Worms, but Death Tank is all real-time! In six-player mode it's unbeatable!

CUTSCENE COMEDY!

There are a few short intermission scenes during the game, rounding off each of the three main episodes. They're not very good quality, but are strangely amusing.



As Duke reaches this enormous Overlord boss he says "I'll rip your head off and s#*t down your neck!".



 Beat the boss and Duke does exactly as he promised, whistling the game's theme tune as he goes!





An amazing conversion which improves in many ways on the excellent PC game. The best game of its kind available!



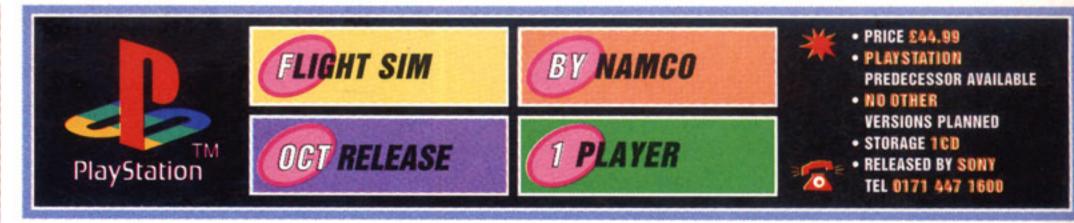




of flight simulation game – an interesting, exciting one! For too long flight sims have been boring games, only suited to the PC market. One for the anoraks, while the hardcore gamers got stuck into *Tekken* and *Virtua Fighter*. Not any more. Airborne combat games have just entered the 'fun' age, and Namco are one of the people we

have to thank for that.

No more wading through reams and reams of meaningless stats. You pick up the pad and get straight down to the in-your-face Top Gun style action.



All eyes are firmly on Namco and their hugely-awaited *Tekken 3* conversion, but that hasn't distracted them from rolling out another top title in the form of *Ace Combat 2*.



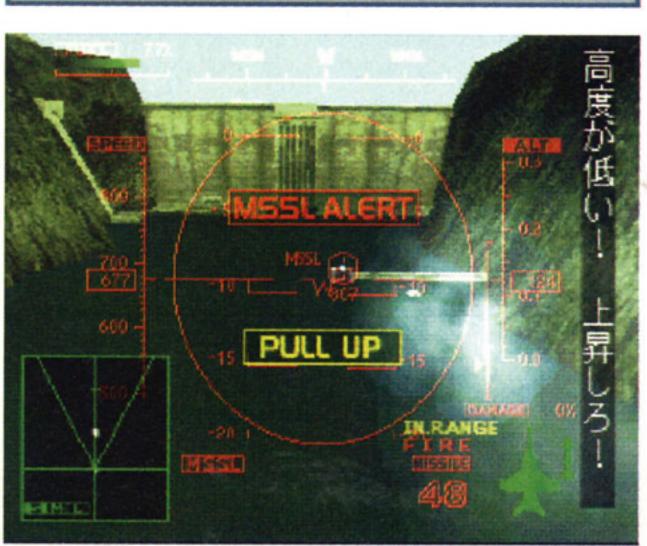
44 COVERMY TAIL! >>

Once you've beaten the first few stages, got deeper into the game and have a few decent ships stored in your hangar, the game throws at you the option of having a wingman. You can choose from a male (Slash) or female (Edge) sidekick and assign them tactics depending on the mission briefing. They can be asked to clear airspace above your main target, cover your tail or go off and attack enemy ships. Wingmen

have to be paid too, so hiring one when you have little or no money is not recommended. Once you're up there, your partner becomes a very useful ally, as they do appear to carry out the tasks you set them.







Once this message appears, it's time to panic and start flying like a maniac to avoid the missile.

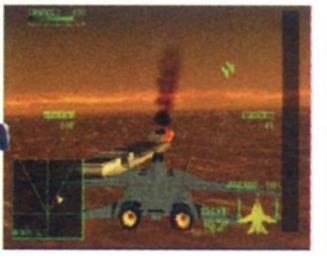


The radar takes on even more importance during night stages.

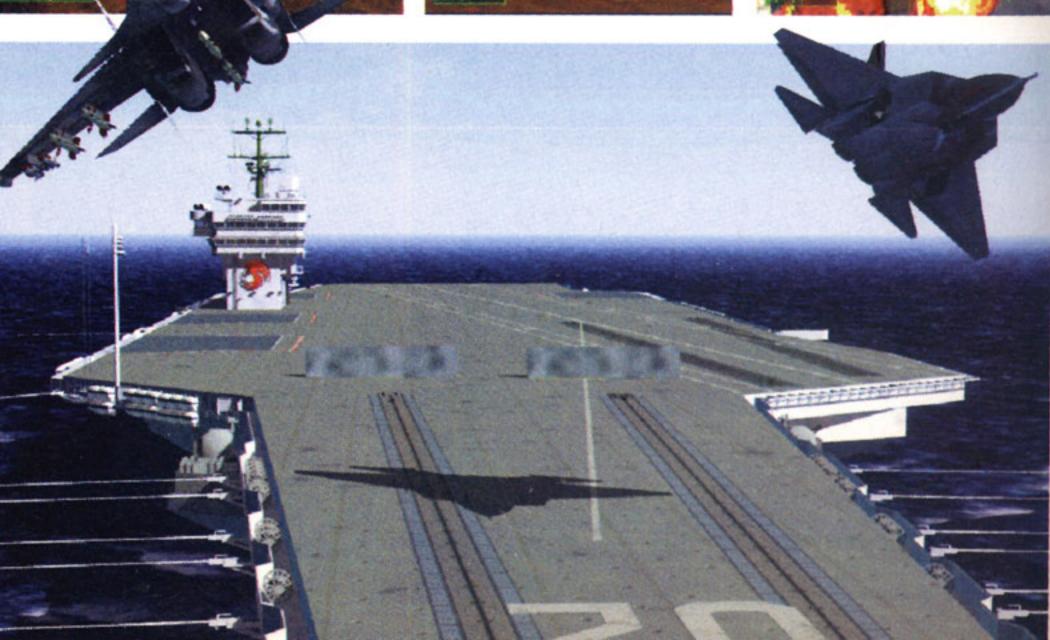


CLOSER THAN CLOSE

Killing enemies can often be a problem in *Ace Combat 2*, as you have to get within a certain range, usually under 100 feet, for your missiles to get a lock-on. Once the two targets have matched and turned red, it's time to let off a couple of missiles for ultimate destruction. The downside to that is that the enemy craft also have the same range as you, so you'll get shot to pieces if you aren't quick on the trigger finger and joypad. Upgrading your planes can give you more speed and a greater distance on the missile range, so nip into Planes-R-Us whenever you get the chance.









There are two camera angles that can be turned on during the game, which switch to the target and show you flying past. Looks nice.

TOO FRA PAAND

The reason for getting cash once levels have been completed is so that you can buy new planes. At the end of most of the stages a new aircraft will become available for you to purchase (providing you have the dough), with the MiG 29 being your ultimate goal. You get money for complet-

> ing missions, but you can also lose cash by taking damage to your plane, hiring wingmen, shooting non-targeted buildings or even crashing the craft completely. So the less care you take, the less money you end with and all the good planes are bypassed. Take a bit of care however, and you'll be humming about in an F-14 in no time.

TOTAL CREEK	142250	DESRIFFING
DAMAGE	6000	PRESS ANY BUTTON
VINCHAN'S PAY	- 8750	
NON TGT	0	
HSSL_LAUNCHER	6000	
HACITIE BUIL	6000	
GROUND TET	0	
HISSION REVARE	35000	
2H.M.	50000	
HANGMEN	15000	
1.0.E.	31000	,
AV BB	4800	
F/A-1802	4000	
F14	6000	

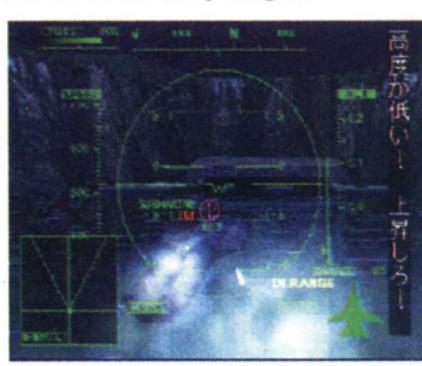




This power plant needs destroying as one of the main objectives for later missions. It'll take several passes and missiles before crumbling.



The tower on top of the ridge is an all too easy target.



These two missiles are headed for a surfaced sub, believe it or not!

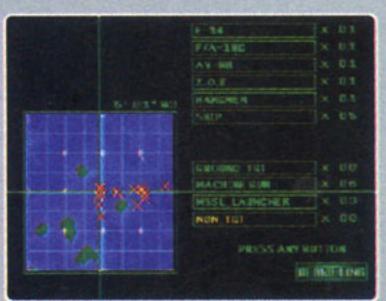


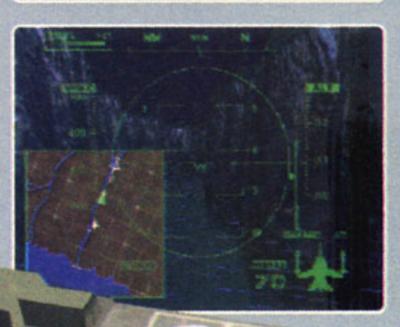
You get small messages appear once a target has been destroyed.

BUELSEYE

TAKE THE FIRST LEFT...

Having a radar in a game like this is vital to your success. The coloured dots on this game's particular radar not only show what sort of enemy are in your vicinity, but also their allegiance - friend or foe. Blue dots are your wingmen and yellow are friendly buildings that MUSTN'T be shot. White arrows signify the enemy planes and red dots are the static targets like gun turrets and buildings that must be disposed of immediately. If you get lost however, holding down square will call up a more detailed and wider version of the map, so you can look over a bigger bulk of the level. A neat little quirk appears at the end of a level too, where you get a run through of everywhere you have been and the exact places you made kills. Not important, but cool all the same.





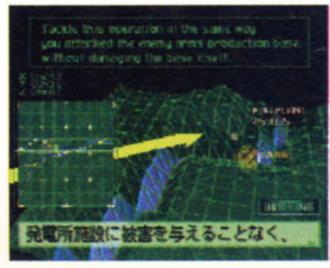
I have to say that flight sims are the most boring type of games out there. The ones that I've had the misfortune to play had me yawning and becoming immensely frustrated within minutes. That was until I played Ace Combat 2 however. While this may not be ground-breaking in any way, it's bloody good fun. The action comes at you from the start, and providing you have some idea of how these games work, you'll be into the tougher missions in no time. Even if you're a novice at these games, Ace Combat guides you in with relative ease. The missions did seem a bit too samey sometimes, but when you have to destroy the space shuttle or take on the fleet of carriers over a sunset-

drenched ocean, you soon forget that. Loads of planes to find, even more missions and a perfectly pitched difficulty setting mean this is one flight sim that feels at home on a console.

Steve tes

















The boring factor has just disappeared from flight sims. Ace Combat 2 is fast paced, good fun to play and challenging. Excellent!

OBBOS

CROC. LEGEND OF THE G



PLATFORM **ADVENTURE**

SOFTWARE



PRICE ETBA

SATURN AND PC VERSIONS

 STORAGE 1 CD RELEASED BY FOX INTERACTIVE

"Making mince meat out of Mario" is what Fox Interactive is saying about this 3D platformer. Oogh. Minced plumber. Surely not?

1 PLAYER



Kidnapping. It's a common crime among video game villains. Bowser. Robotnik. Final Fight's Mr Big. Now there's a new kidnapper on the loose. Evil magician, Baron Dante, has hijacked the entire population of Gobbos, a species of peaceful, brown, Koosh Ball creatures, and imprisoned them on four different islands with his Dantini gremlins standing guard. Croc, an orphaned crocodile who was adopted by the Gobbos at an early age, is our hero. He has taken it upon himself to trek through over 50 different areas packed with danger and platform-based puzzles to rescue his lost brothers, and show Baron Dante the error of his ways. Let's hope there's a cell free on Kidnapper's Row, eh readers?



The polygonised intro tells the story of Croc, from Moses-like foundling to crocodilian crusader.

WHAT CROC CAN DO

hen the gaming public first

them - us included - hailed it as the best

video game of all time. But when you're

the best there's always somebody who'll

where Croc: Legend of the Gobbos bursts

in. Creators Argonaut Software are guys

Nintendo's SuperFX chip - so who better

buster? But get this - to show that awe-

aren't limited to Nintendo, Argonaut has

designed it for your PlayStation, Saturn

to have a crack at creating a Mario 64

some 3D graphics on platform games

and PC, not the N64.

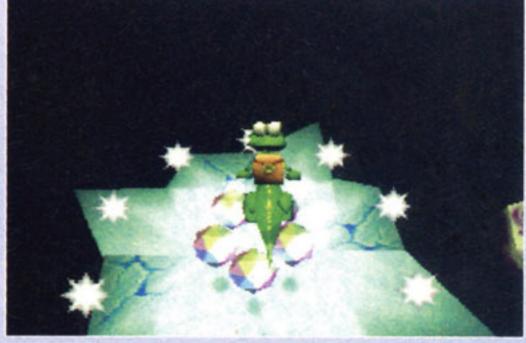
come snapping at your heels. Which is

who know 3D games - they designed

clapped eyes on the 3D wonders

of Mario 64 a fair proportion of

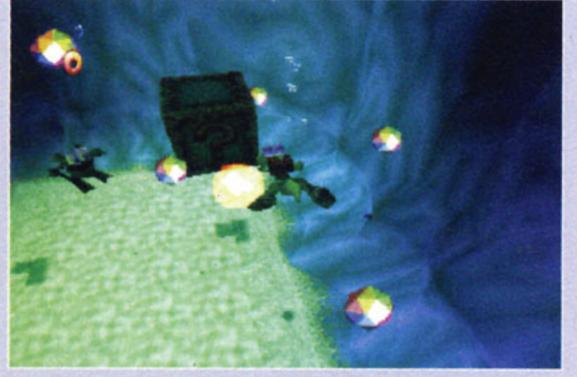
Like any 90s platform game star, Croc can do more than just jump about the place. By way of selfdefence he can use the good old bum-bounce press jump twice to bring Croc crashing down on his foes - or deliver a sound thrashing with a swish of his tail. Our reptilian chum can also climb (but only up special rock face ladders) and swing, claw over claw, on overhead netting. Like others of his species, Croc swims, but only in nice blue water, not the nasty green stuff. But he will also push crates around tracks for use as mobile platforms. Players using the new analogue pad will find they can use the left thumbstick to control Croc's speed. If you're using the regular controller you just hold the up key until he breaks into a run.



Crush your foes with this standard defence tactic - the age-old bum-bounce.



Or try the tail-spin attack, previously seen being performed by our friend Gex.



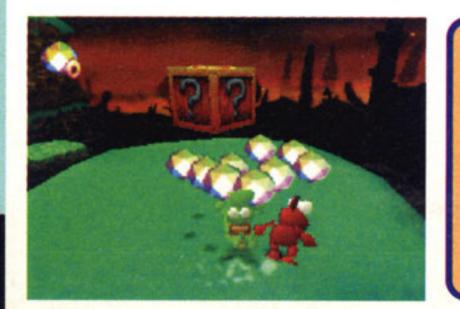
You get some tasty lighting effects when Croc's swimming.



Swinging from overhead grating. Bet you've never seen a crocodile do this, eh?



And you don't see this every day of the week, either. Go back to your jungle, Croc!



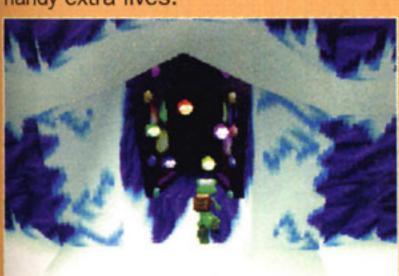
CROC'S CRYSTAL COLLECTION Mario has his coins. Sonic has his rings. Croc has his crystals. Each level has 50 crystals in awkward places, and if Croc collects them they serve a dual purpose. If he collects enough of them he can earn

an extra life and while he's carrying at least one crystal Croc can't be hurt. If he takes a hit he simply drops his crystals and gets a few seconds to recover as many as he can - just like Sonic and his rings.



As well as the regular crystals, every level contains five rainbow crystals. If Croc collects all five he can leave through a rainbow door leading to a short bonus section that differs from level to level. Sometimes

it's just an obstacle course that leads to the final Gobbo or you may ♠ Ah, pretty crystal! If only I get a sub-game that can score some had four more like you! handy extra lives.



A But I have! See how they open the rainbow door!



Mho knows what riches lie in the rainbow zone?

KEY ISSUES

Each level in Croc is set in four or five rooms, and the objective is to rescue all six Gobbos imprisoned therein and find the gong that summons Beanie, the Bird Of Transport-To-The-Next-Level. But the way from one room to another is often blocked by a locked door, so finding keys is a constant problem. It's not just doors that need keys, either. Sometimes you come across a Gobbo in a cage, who can only be released by finding the correct key. You can even find cages containing buttons that activate lifts or floating platforms to get you to otherwise unreachable objects.



Nes. A door. They were made for each other.

DANTINI ON THE ROCKS

As he moves from level to level, Croc is constantly harassed by Baron Dante's Dantinis, sniggering gremlins that chase him, throw snowballs or shoot fireballs at our boy. They're annoying but not too difficult to deal with. More tricky are the bosses that Croc has to face every few levels, when Dante appears and transforms some hapless beast into a rampaging but often confused monstrosity. A lot of the bosses work in the same way; they attack,

then rest for a moment, during

which time they're vulnerable to a

tail-whip from Croc. But some of them are a bit more cunning such as the Yeti that splits into smaller yetis whenever Croc scores a hit.



A diabolical Dantini. They must all pay.

This was once a friendly ladybird. Now it's angry.



An unpleasant Yeti, formed of four bewitched goats.

Fox is trying to suggest that Croc is the PlayStation's Mario 64, but anyone who has played both games for more than ten minutes will tell you that the comparison doesn't do Croc any favours. Unlike Mario, which had all the power of Miyamoto's imagination on its side, Croc really isn't much more than an old-fashioned platformer that uses all the familiar cliches - the ice/lava/desert levels, jumping on enemies to destroy them, etc. It sets level after level of tasks like collecting crystals, finding keys, opening doors, shoving blocks and catching lifts. It's all the usual platform game 'malarkey' that we've seen a hundred times before. Admittedly, PlayStation owners haven't seen it in quite this form, and you have to give Argonaut credit for the detail in the 3D environment which looks excellent (like other 3D platform games, Croc occasionally suffers from the 'Where-Exactly-Am-I-Jumping' problem). Technically it's a very accomplished game,

and it does give the player plenty to do. Just don't go expecting anything genuinely ground-breaking.

PAUL GLANCES

🗱 🗯 MYSTERY ISLAND

Every good game has hidden bonuses in it, and Argonaut haven't skimped on the secret stuff in Croc. As well as the alternate rainbow ending on every course, there are sparkly warps that take Croc to rooms full of extra lives. Also, by collecting your full quota of Gobbos in the levels defended by a boss, and then defeating that boss, you gain access to a secret stage. There are eight of these in the game, all containing a magic jigsaw piece. Collect all the jigsaw pieces and lo, a whole new secret island appears on the map!





The sparkling warps take you to rooms full of hearts. Each one grants an extra life, so get as many as possible!



PlayStation"? No way.









GOBBOS

SPRINGFII

wn up weirdo! If you want to lift the duvet on Homer and Marge and sniff the dustbins behind Mo's Tavern, The Simpsons: Virtual Springfield is right up your boulevard. It's not a "game" as such, but more of an adventure. What you get here is a detailed 3D recreation of Springfield which you can explore, cruising the scenery and meeting the characters that appear in the show. Have a beer with Barney in Moe's Tavern, hack into Principal Skinner's computer at Springfield Elementary and chow down with the family at the old Simpson house. The whole thing is packed with new

animation and an original script, voiced by

OVIRTUAL MAP

Your link to Springfield is the Really Virtual View-Thingy,

a mouse-driven interface that lets you navigate around

town and interact with whatever you find. Unfortunately,

you're limited to the city streets and locations marked

on the town map, but seeing as these constitute

an object or open the way to somewhere new.

the stars of the show themselves.

EXPLORATION

SEPT 26 RELEASE

BY VORTEX/ DIGITAL EVOLUTION 1 PLAYER

Your worst nightmare - the Simpsons have bust out of the confines of TV and into the third dimension in a 'Sim Simpsons' game.

THE SIMPSONS: VIRTUAL SPRINGFIELD



Laughs a-plenty as Apu defends the Kwik-E-Mart from local thugs in Apoom.

TROY'S TROUSER TROUBLE

Virtual Springfield is clearly designed to appeal to utterly mental Simpsons fans, and most of the entertainment power is generated simply by surrounding the player with objects which refer back to particular episodes. There are dozens of these at every turn, many in the form of

books, videos and picture albums which recall great moments from the show, as well as stuff that has never been shown - Troy McClure leaving the Springfield Aquarium with his trousers undone, for example.



Throughout the game there are references to Homer's one-hit Barber Shop quartet, The Be Sharps.



Just what is the story with Maggie and her archnemesis, Baby With **One Eye-Brow?**



almost all the places seen in the show, that's not a big problem. Use the map to find your way around the landmarks, then once you're inside cast your cursor about in search of hot-spots. A click of the mouse is all it takes to start an animation, pick up



The map shows where you are in relation to everything else. Obviously.



Urrrp! Come to Mo's Tavern, where the atmosphere is smelly.



Sneak into Marge and Homer's bedroom to catch them in an unguarded moment...

Virtual Springfield is something that hardcore Simpsons fans will really enjoy. There's more fun to be had spotting the references and in-jokes than taking part in the quest, and the fact that it's actually also pretty funny - and I mean funny by Simpsons standards - comes as a major surprise. If you're going to get the jokes you'll need to have followed the show from the start through to the latest series. If your only Simpsons experience comes from watching the ancient episodes the BBC have been screening lately you might as well not bother. That is, unless you want to buy all the more recent episodes on video as well. Which, come to think of it, isn't a bad idea. PATAL GLANCES

THE SPRINGFIELD QUEST

You can just wallow in the memories if you like, but there are some genuine, if minor, game elements to Virtual Springfield. You can embark on the quest for 74 Simpsons trading cards hidden around town. To find them all, you need to solve simple puzzles of the 'find object A to get into location B' type. They're nothing fancy but the quest

does give you the impetus to keep exploring. Elsewhere, there are a number of mini arcade games, which give you the opportunity to throw darts at a poster of Sideshow Bob or play Larry The Looter in the Noizeland Arcade. Again, simple stuff, but these games make entertaining asides.



This map found in Lisa's drawer eventually leads to...



the Clown trading card. Ooh. A rare one.





The perfect opportunity for hardcore fans to wallow in a full-on Simpsons experience. Newborn Simpsonians may feel a bit lost, though.



POWER SOURCE CONTAINS: TOMB RAIDER, PORSCHE CHALLENGE, MONSTER TRUCKS AND DESTRUCTION DERBY 2.
YES, YOUR THUMBS WILL HURT, YOUR BRAIN WILL HURT, BUT YOUR SOUL WILL BE PURE. ALL PROCEEDS GO TO THE PRINCE'S TRUST.















amco are more than just developers of PlayStation games, they are the übercreators of PlayStation games! With the likes of Rage Racer and Tekken 2, their arcade conversions go beyond A-list games, to rate as the very benchmark titles on Sony's console. And with Time Crisis they've exceeded even their own previous efforts. This is the arcade game and a whole new original mode, PLUS a modified replica of the coin-op gun. Of course, regular readers know all this from our hands-on look at the import version in our September issue. Back then we promised a follow-up interview with the Namco team behind the game. However, suffering our own time crisis, the interview missed our deadline. And now zero-hour is already upon us the UK version is ready! So, rather than repeating ourselves in this review, we're bringing you the inside story from its makers - their thoughts on the conversion, the workings of the gun, the tactics of the original mode, plus of course, OUR verdict!



PlayStation may be equivalent to Namco's System 11 coin-op, but here they're near matching System 22!

PROGRAMMER TARGETED! MR NAOTO KUMAGAI



I'd like to emphasise the arcade mode. It's a virtually perfect conversion, so arcade gamers who really got into *Time Crisis* will be able to make full use of all those techniques you learnt before, and enjoy playing it again with the full knowledge that this Playstation edition is an identical conversion!



PlayStation



out what you're gonna miss...



1 PLAYERS



NO OTHER VERSIONS
 PLANNED
 STORAGE 1 CD

Time's up! The PlayStation's ultimate gun game is set for imminent UK release. If you haven't saved up for it yet, read on to find



Namco have given us an awesome arcade conversion...



..an innovative and brilliant extra gun game...



and the best light gun on PlayStation. Excelsior!

* TIME CRISIS: THE ARCADE CONVERSION *

The chance to own a near spot-on conversion of Namco's smash-hit £8,000 coin-op – all for only sixty quid. That's what you get from PlayStation *Time Crisis*. Taking fifteen months for a 20-person team to develop, the Arcade Mode pushes the PlayStation hardware more than any other Namco conversion.

CVG: Did any of the arcade Time Crisis team work on the PlayStation conversion?

NAMCO: The arcade team gave us the Time Crisis game data and we discussed the project with them. However, they didn't assist directly in the development of the Playstation version.

CVG: What difficulties did you encounter converting Time Crisis from the System 22 coin-op to the PlayStation?

NAMCO: First there was the speed. The CPU processing speed is overwhelmingly different between these two systems. Secondly, the arcade machine has incredible power to display a large number of polygons beautifully. To convert that, unchanged, to the Playstation would have made it so slow as to crawl along. So, we had to reduce the number of polygons and drop the frame rate from 60 per second to 30.

CVG: How accurate is the PlayStation version compared to the arcade? NAMCO: The gameplay is about 95% perfect. No matter how hard you try

perfect. No matter how hard you try, it's not possible to make the Playstation exactly the same as the arcade. The number of enemies appearing at any one time have been reduced by delaying their appearance until the on-screen enemy count lowers. Only someone who played the arcade version a lot would notice. Datawise it's almost identical.

CVG: Did you create any new programming tools to help with the conversion? NAMCO: Yes, a lot of them. To generate the high speed polygon graphics drawing engine for the original Time Crisis, the arcade development team created a

completely new *Time Crisis* polygon format. To recreate this on the Playstation we had to make a lot of tools. Some were created before the development started, while the others were created as and when they were needed.











Otherwise known as the GunCon and soon to be known as the G-Con 45 over here. Cloned from the coin-op pistol, it not only adds that vital 'arcade feel' to Time Crisis, but provides the PlayStation with a super-accurate weapon to match Sega's Virtua Gun. Questions have arisen over how it works though, and why it needs an extra lead going into the back of your PlayStation...

CVG: Why does the GunCon need that extra cable? NAMCO: With the arcade version, it's always the same machine being used in the same kind of game centre. The environment is always pretty much the same and it's easy for us to read the screen because the light is locked in, so to speak. With the home version, the TV's size and location - large or small screen, bright or dark place - is always different, so there's the danger the gun wouldn't accurately read the screen. To prevent this problem we use the actual video signal from the Playstation.

CVG: When did you realise it was necessary to use this cable?

NAMCO: First we tried using the gun without the cable. During tests we found it wasn't possible to keep the gun-sight stable enough. In Time Crisis it's often necessary to shoot distant enemies in the head in order to progress quickly. With this poor accuracy you'd be unable to play properly. To improve the accuracy we decided to use the cable. All the technology for implemen\ting this was already available from the arcade division, so we had no difficulty incorporating it into the gun.

> CVG: How do you think the **GunCon compares with other** Playstation and Saturn guns? NAMCO: Because we use the direct video signal from the back of the Playstation there's a major improvement in the accuracy of the gun. It's the best of all the Playstation guns available! The Sega Saturn uses a different system so we can't make a comparison.

CVG: We've found the gun to be almost 'too' accurate. The bullets seem to have a very small 'hit area' making the game quite hard. Are you likely to make the hit area bigger for the foreign versions? NAMCO: We couldn't make the hit area any bigger as it would change the nature of the game. We'd have to readjust the entire gameplay as the balance would be lost. Technically we can change the size of the hit area, however there's the

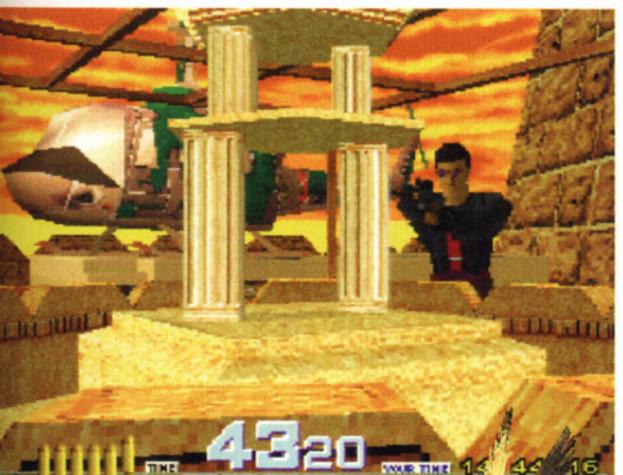


danger the area could encompass two or more enemies. In the case where one enemy is behind another and you wanted to shoot the one behind, if the hit area was too large it could overlapthe enemy in front as well. The computer wouldn't know which one you intended to shoot at! You'd lose the precision and the player would have the feeling he was relying on a rather crude system. However, if you buy a bigger TV your accuracy will improve. (laughs).

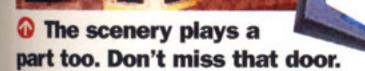


GAME DESIGNER TARGETED! MR HIROYUKI ONODA

Mr Hiroyuki Onoda: The narrow line of sight to the enemy and the small target area do make it difficult to shoot accurately in the beginning. However, you'll get used to this and before long you'll be able to shoot them bang! bang! bang!, just like that. You'll be able to take them out with just one bullet! Your time will get better because your marksmanship will improve. And because of this the excitement you get from playing Time Crisis will increase!



















All the arcade attract sequences are in there!



Three levels, and at the end of each - a tough boss!



The final level features a moving machine room!





BEYOND THE COIN-OP: **** PLAYSTATION MODE! ***

As an arcade conversion, PlayStation Time Crisis is a near-perfect masterpiece. Incredibly though, it also includes a eight-level original mode that's even better! Taking up half the development time and ten extra staff, it pits hero Richard Miller against another enemy fortress, bigger, badder foes, and a new multi-path play-system!









punks! Too slow. the door's shut. Now you have to take the stairs to the

gallery.

On the

Stage One

get that

the

casino.

But

first you

have to

those

deal with

stinking

you have to



CHECKING INTO THE LAKESIDE HOTEL



You start outside the hotel...



...moving into the main lobby.



There's even a parking lot...



And a ninja-filled crane room (?)

CVG: Why choose a hotel as the setting for the PlayStation Mode?

NAMCO: Well, the arcade mode is set in an old castle isn't it? So our first thoughts were to have a completely different location. A building full of things is much better than an outdoor setting. Certainly,

being indoors has a more tense atmosphere. Anyway, during our discussions the idea for a hotel came up and that's what we chose. Of course, an ordinary hotel would be full of only bedrooms, so we created a fictious hotel with lots of interesting features. We progressed from this basic concept.

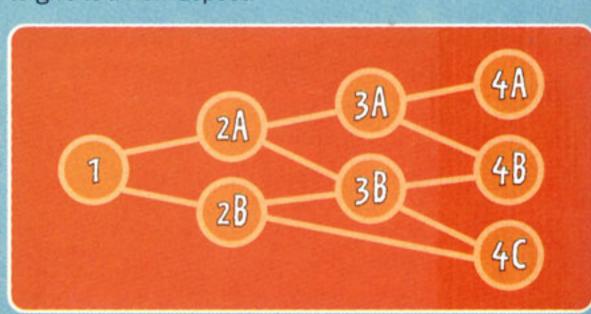
CVG: What reference materials did you use to design the hotel?

NAMCO: We visited a lot of hotels close to Tokyo, took photographs and collected pamphlets. These were used for the normal hotel sections. We also visited places not connected to hotels, for example factories, and took photographs there as well. We didn't just copy these places, we created our own original locations by taking elements from our different materials and arranging them together.

FREE TO WANDER

CVG:Where did you get the idea for the multi-route system?

NAMCO: We wanted to emphasise the enjoyment of being able to play it again and again, but each time you can experience different excitement. We considered the inclusion of the route system from fairly early on in development. Without this system to distinguish it from the arcade mode, Time Crisis would have become just another PlayStation conversion plus alpha. We wanted to give it a new aspect.



CVG: How is the multi-route system structured? NAMCO: There are eight areas in the hotel, Depending on the path taken, you must go through three or four of these areas to finish the game once. Usually it's four but there's one route with only three areas in it.



CVG: How did you go about planning the multi-route system of the hotel stages?

NAMCO: Your route through the hotel changes depending on the time it takes you to defeat the enemies and clear the stages. From the bottom to the top there are a lot of routes, both easy and difficult. We thought about each separate area, and the designers considered what would be best to make the routes as interesting as possible. When combining them to construct the hotel, we checked that the graphics were consistent with each other, to make sure they fitted together perfectly. It was a tough job.







GRAPHICS CHIEF TARGETED! MR KOICHIRO MAEDA

From the visual side, I'd like to say something about the special mode. With the multi-route system, the way of progressing through the game and the viewing angle are different. This means you can see the same place in different ways, allowing you to enjoy a different kind of atmosphere for each place each time you play. The atmosphere of the special mode has a lively taste to it with constant action all around you.





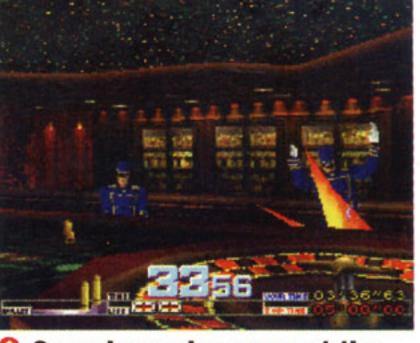




O Between each stage you can see your route progress.



Are you going to head up to the rooftop swimming pool?



Or perhaps play craps at the exclusive hotel casino?



Or maybe even shop for baubles at the jewellery store?

The pedal is the unique control

device that makes arcade Time

Crisis special from any other gun

danger! It's missing from the PS

version though, so in issue #190

we weighed up the alternatives,

button, a steering wheel pedal,

joypad. The last rated the best,

nearly matching the coin-op in our

creators have a different opinion...

concept of hiding in Time Crisis?

In typical detective dramas and

a risk to appear and face the

danger. This is the unique

excitement of Time Crisis!

NAMCO: It's a fairly basic concept.

movies, the hero is always waiting

for his chance to move against the

enemy. Hiding in safety then taking

spanning the gun's 'action'

and your foot on the second

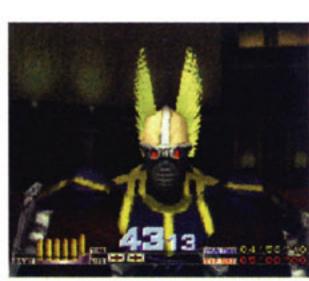
opinion, however the game's

CVG: How important is the

game - allowing you to duck out of

HUGE HOTEL STAFF!





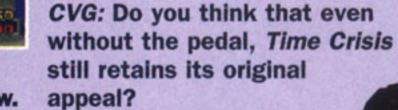
CVG: What other new features does the PlayStation Mode have that aren't in the Arcade Mode? NAMCO: There's a wider variety of bosses. In the arcade version it's always people who appear and all the bosses are just people. However, in the special mode there are also mechanoid robots as well. This is a little different and offers new challenges to the players.

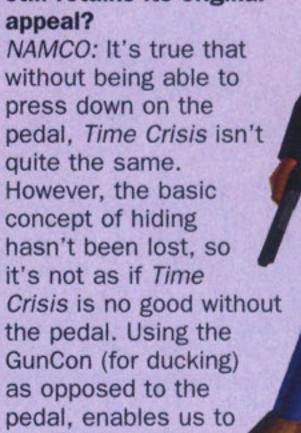
☆ GRAPHICAL OVERLOAD! ☆











reduce the price.

CVG: We've heard you don't recommend stepping on a joypad plugged

into port 2? We think it's the best way to play! What do you think is

the best way of simulating the arcade pedal with the Playstation?

NAMCO: We recommend you use a driving peripheral with a steering

CVG: Some of the hotel areas are very huge. When you started development were you confident you'd be able to handle them?

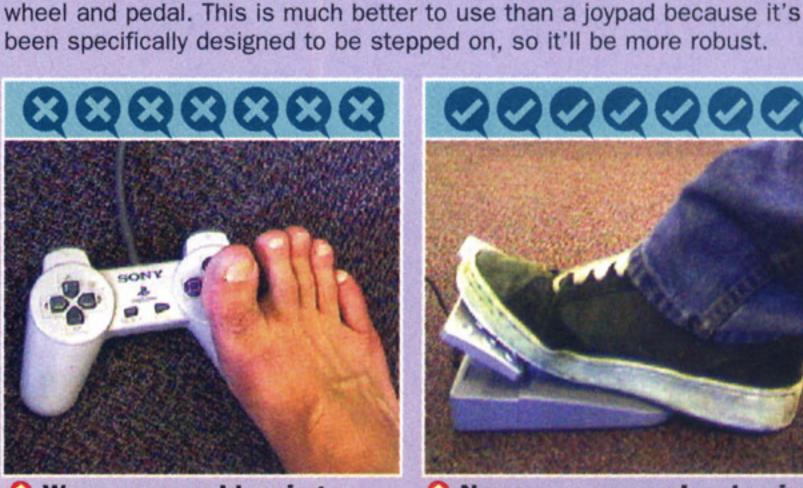
NAMCO: No, we weren't! (laughs). Really, we didn't have that much confidence but we had to try. In the end it came down to using various special graphical techniques. We concentrated on the parts you could see and made them look good, while the parts that you couldn't we just skipped over. The Hotel Lobby is a good example. The polygons appear across the entire screen at approximately the same level, so although it looks really wide, the number of polygons is much the same as any other area. Its size is misleading. It was our aim from the beginning to create very large areas. However, with the multi-route system we knew the players would pass through these areas again and again, and put all our efforts into creating them.







CVG: The graphics are a big leap forward for this type of game on the PlayStation. Are there any aspects you're particularly pleased about? NAMCO: The way we applied the shading is very elaborate. However, just because the lighting effects are very realistic with the light being scattered around, it doesn't mean the rays of light are being calculated in real time. We just applied the colour to the polygons one by one so it appears that they are being lit up or in the shadows. To calculate it all in real-time would be best, but we've done our best to make it look like it's been done in real time and the overall effect is very impressive. We're proud of this.



We recommend tapping a joypad (gently) with your toe. It's cheap and super-responsive.



Namco recommend a steering wheel pedal. But we found the analogue response too slow.

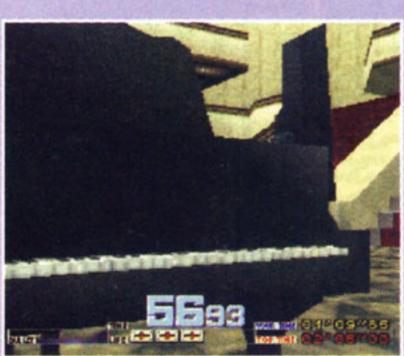
PEDAL POWER!



O Ducking plays a crucial role in hiding and reloading.



As you duck you can shoot baddies who've run out of view.



While hidden you can't shoot or see the moving baddies.







THE CUTTING ROOM FLOOR!





The rooms are big, but Namco wanted bigger!

ambitious?

CVG: Were there any hotel levels left out

of the final game because they were too

NAMCO: Yes, there were three main

include in the final game - the outdoor

restaurant, the missile room explosion

and the boat race. After seeing the

plans for the outdoor restaurant, we

tried constructing one section of it. At

this point we realised that because of

its size and the detail of the polygons, it

would take too long to complete and we

probably weren't able to finish it in time. In the

we thought of having a missile explode blowing

Richard Miller out the top of the hotel, to crash

missile room there are three tanks. Originally,

areas it wasn't possible for us to



We've seen cars, Namco planned a new boat chase!

to achieve.



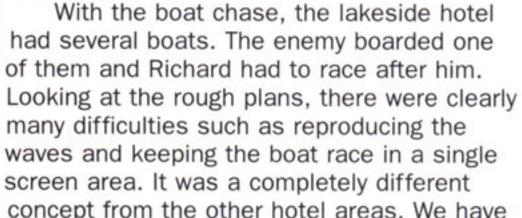
Neat explosion. Namco had a bigger one in mind!











different route. However, it wasn't practical

concept from the other hotel areas. We have the techniques to do these features, but if you go outside, the number of objects to hide behind is reduced considerably. In this case, being out in such a wide open area there'd be loads of enemies as well, so we decided to keep all the battles indoors.



Shoot the red guy first. They're deadly!



Too late! He bullseyed you in under a second!



TIPS FROM THE GAME CREATORS!

During our interview, the developers imparted some valuable tips. Here are their words.



RELOADING

SHOOTING BY COLOURS

"Be aware of the enemy's

red, blue and yellow.

enemies' bullets always

colour. There are three types

Generally speaking the blue

miss, so concentrate on the

red enemies. Among the red,

the light brown enemies are

high hit rate - maybe 100%

- so if you see a red enemy

especially accurate with a

shoot them first! The red

special weapons, like the

shoot the blue. This applies

to both arcade and special

yellow enemies you basically

other enemies along the way

They're difficult to hit, but if

you get them there's a two

get a time bonus of a few

seconds. There are also

in the far background.

second time bonus."

enemies also carry the

bazooka. Next in order,

mode. If you shoot the



"You don't need to shoot outside the screen like Virtua Cop. Just press the button and you can just keep shooting. We're surprised by the number of people who don't realise this."

ACCURACY REWARD



"Keep successfully shooting enemies and you can get a life-up. You need forty consecutive hits! Just one miss and it goes back to zero again!"

RAPID JUGGLING

"You can shoot some enemies up to three times, then they die. Hit them three successive times quickly, and their 'hit' animation gets shorter so you can defeat them quicker and proceed ahead faster. Don't shoot, wait, and then shoot!"





CVG: Can you tell us about any other special

NAMCO: In the special mode there's a robot. If you concentrate your fire on the central lens area the damage it takes is increased greatly, if you are accurate enough to hit it. The same goes for the V-TOL plane engine - look for

shooting hints or tactics?

the red light.

GO FOR THE HEAD!



Depending on where you hit the enemy their death pose is different. Shoot them in the leg or arm and they go "aarrgghhh" and die slowly. But hit their head AND they die quickly. Once again, it's another way to save time, which is the key element!"

CVG: What other special features can players expect to see in Time Crisis if they finish the game?

NAMCO: There are no new bosses or extra stages, but reach the final boss and survive and you can see the best ending which has the staff roll and some special pictures with it.







SONIC BOOM!

CVG: Are there any sound advancements

Time Crisis has over previous Playstation

NAMCO: For the composition of the tunes

we used a full-size, fully-synthesised

studio, but with over 50 synthesised

orchestra. All of the elements of a real

orchestra such as violin one, violin two

etc were all mixed together in a recording

musical instruments we had to work very

hard. Adjusting all their different speeds











games?

was fairly difficult.





PlayStation

* PLAYSTATION MODE *

ROUTE	FASTEST TIME (MIN:SEC
1->2A->3A->4A	09:45
1->2A->3A->4B	10:10
1->2A->3B->4B	10:00
1->2A->3B->4C	10:25
1->2B->3B->4B	09:25
1->2B->3B->4C	09:40
1->2B>4C	07:30
THE PERSON NAMED IN COLUMN TWO IS NOT THE PERSON NAMED IN COLUMN TWO IS NAM	

The simplest route takes 7min 30sec and the most challenging route takes 10min 25sec.

The average player will take about one minute more to finish each route.

CVG: Are all the soundtracks for the PlayStation Mode new?

NAMCO: Yes, they are all new tracks except for the initial entry through the hotel's front entrance which is taken from the original *Time Crisis* soundtrack. This way you get the feeling the music is flowing little by little from the original tunes to the new tunes.

CVG: How easy was it to include all the sound effects? Did it consume a lot of internal memory?

NAMCO: There were a lot of sound effects, over 300 of them. To include them all took up a lot of space. For example, the footsteps you hear as you walk into the entrance lobby are different from the ones you hear later when you're in front of the elevator, because there's a carpet on the floor! Listen carefully and you can hear the difference. Of the 15 months spent on the overall game development, sound took about ten months

of that.



2ND OPINION

Absolutely awesome! That is the only way to describe Time Crisis. The arcade rocked, and it's virtually a perfect conversion, but to have a batch of extra levels as well is gamer's heaven! The look and feel of the arcade version is captured perfectly and if you set up the foot pedal so you use your feet to reload, it works even better! I can only go on for so long about how good this is, and even though it may seem expensive, the GunCon is the best light gun on the market, so it's well worth buying it. It's a perfect Christmas present and even your Grandad will be sitting in his rocking chair blasting away at this. Time Crisis really is a gun game at the very top of the pecking order! Steve heg



ARCADE MODE

Story Mode:	14:00
Time Attack Mode (Stage 1)	03:04
Time Attack Mode (Stage 2)	03:52
Time Attack Mode (Stage 2)	05:16

The average player would take about one minute more to finish each stage/mode.



There are loads of time-saving techniques.

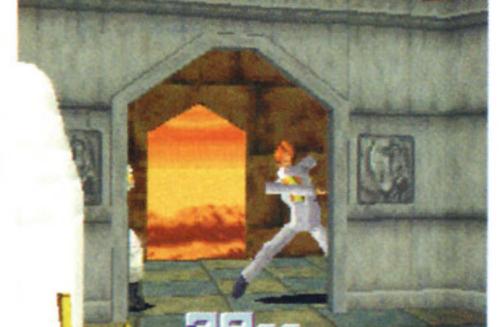


Explosive crates are one such top tactic!

SOUND CHIEF TARGETED! MR KOJI NAKAGAWA



Mr Koji Nakagawa: I was working on the sound. Everything from even the sound of the high-heeled shoes has a cinematic feel. More than just tunes, the Time Crisis sound becomes true background music because we dedicated ourselves to creating Hollywood standard special effects. We pushed ourselves to put everything we could into this Playstation version, so you can really become the hero and enjoy yourself.



CVG OPINION

I remember once saying I'd get a PlayStation if they brought out two games - Time Crisis and Dirt Dash. My PlayStation arrived long ago, but now finally half my wish list is here! Time Crisis even beat my long time favourite game Virtua Cop in the arcades, and the PS conversion near enough matches it. The System 22 graphics (while slightly down-scaled) have been superbly reproduced and the razor-sharp gameplay remains undiminished. And with the PlayStation and Ranking modes it's a hugely addictive home game. Plus, Namco have finally given the PlayStation the official light gun it deserves. I do have a few gripes – the small shot area makes the game hard to begin with, I wish the gun had kick-back, and the UK version is slightly slower (giving Saturn V Cop the edge as the best UK home gun game). But these factors cannot stop this game being a High Five. And the fun is set to continue with the upcoming Gun Bullet. Now I'm just waiting for Dirt Dash! rom guise





Namco's greatest home conversion by far. A top gun game with an even better PlayStation-only mode, and a perfectly-tuned light gun. Bullseye!







It may seem to be the odd one out of the Street Fighter series, but three-dimensional EX is actually one of the best! Want some reasons?

114300

gameplay into 3D is something that had many people worried. Capcom avoided it themselves, even though many people wanted them to try it out. In the end it took members of the original Street Fighter 2 team who broke away to form Arika to add a new dimension to the series. Retaining the feel of the original certainly wasn't easy, but they managed it – and picked up a load of fans on the way. To attract even more, they've done far more than just convert the arcade game to the PlayStation – starting with two exclusive characters!



While many of the characters in Street Fighter EX Plus Alpha have been in Street Fighter games before, they've had a few changes made to their famous old moves. For a start Ken, Ryu and Akuma's Hurricane Kicks ("Tatsumakisenpuukyaku" to the pedantic fans out there) are different. Each spin in the move has to be done manually with the old motion (quartercircle roll away then kick). It makes the move harder to use in quick combos, but allows more room for customisation. The criss-crossing Street Fighter timeline means that Chun Li is wearing her original costume and has her old Spinning Bird Kick back. On top of her normal moves, Sakura has been given an excellent new "Firecracker" move which hits loads of times if done properly!



Sakura is one of the best-looking fighters in EX.



It takes a while to get used to the new specials.



Chun Li's Spinning Bird Kick is easier to do now.

PRESS START

THE SUPER COMBO GAUGE

The Super Combo Gauge has become an essential part of any *Street Fighter* game now, and *SFEXPA* adds some excellent new advanced ways to use it:





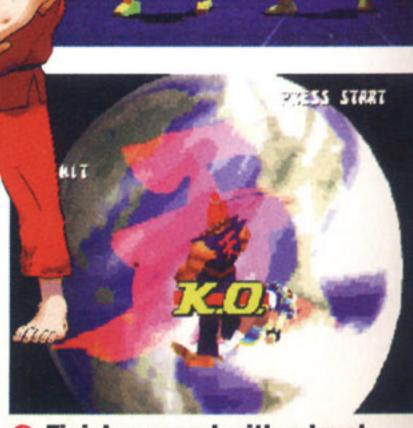


The close-up angles in the replays show how detailed and solid the fighters are. It looks EX-cellent!

1. SUPER COMBOS

The same as ever. Each character has between one and three different attacks which can be performed when they have enough Super Combo power. By performing the move with more than one button, more Super Combo power can be used to make a more damaging attack. It's all basic stuff really.





Finish a round with a level three Super Combo and the Earth explodes behind you! Cribbins!

Pressing any two attack buttons of the same strength lets you do a Guard Break, using one block of the Super Combo Gauge. The screen dims slightly and your fighter does a glowing unblockable strike which will stun anyone it hits for up to a second. Putting it on the end of combos lets you link moves together, and it's also excellent for bashing enemies who are just getting off the floor!





3. SUPER CANCELLING

Like Street Fighter 3, SFEXPA lets you Super Cancel – a technique allowing you to link specials and supers into one move with a twoin-one. It sounds complicated but isn't really just perform a special move and quickly do a Super Combo. The special move should cancel

out just after hitting and go straight into the Super Combo! Even better, and unlike Street Fighter 3, is that you can cancel one Super Combo straight into another, letting you link three mega-powerful moves into one amazing combo! A technique well worth mastering.







The Super catches Darun as he falls through the air!

Street Fighter 2 was the true disease of my youth, having spent almost all my dinner money and lunch times in the local arcade trying to raise my highest score just that little bit higher. And SFEXPA takes me back to that golden era of Street Fighter. While the Alpha series had the uncontrolled destruction feel of Capcom's Marvel games and tempted the player to attack constantly, SFEX brings back the controlled attacks and patience factor of the original SF2. This adds a lot to the tension and atmosphere. Once you've learned the timing of Super Cancelling (and it's not as difficult as it sounds), making Level 3 20+ hit combos will become frequent and you'll be coming back for more! Give EX a real chance and before you know it. vou'll be hooked! YOU NEED THIS GAME NOW! SAS HUNTER

BECOME AN EXPERT FIGHTER!

Street Fighter Alpha gave everyone the chance to practice their fighting technique against a stationary dummy character. SFEX-PA goes many times better with the brilliant Expert practice mode. Once you've trained yourself up and want a challenge, try this out! Each character has 15 combo challenges

which must be performed perfectly, starting with a simple 'Fireball' and eventually reaching ridiculous levels with combos like "Jumping Fierce, crouching Fierce, triple fireball, Super Fireball, Super Dragon, Super Air Fireball'! It's amazing how much your Street Fighter ability can increase in this mode.







THE BARREL GAME RETURNS!

As you work through the Expert practice mode, coloured squares fill up with each successful combo. A bar on the right of the screen increases as you go, indicating the hidden fighters you've collected on the way. Eventually you'll notice a barrel, but it takes one hell of a lot of work to fill up - but complete every single combo and you'll be rewarded with the fantastic barrel bonus game from Street Fighter 2! Giant barrels roll along shelves above your fighter and drop down waiting to be smashed before rolling off. Your challenge is to destroy as many as possible without letting any get away! It's certainly worth mastering your combos just to get the barrel game!





Before playing Street Fighter EX in the arcades, pictures of it would make me feel sick. Most of the characters look crap in still shots, especially Zangief with his big square box-head. But it only takes one credit to find that Arika have done Capcom a big favour. Those of you who are used to SF games will find that a lot of the moves have different timing, but EX allows for combos you've always wished for. Being able to link Super Combos gives plenty of scope for mastering the game, while it's also the most accessible Street Fighter yet. The new characters initially seem as though they're not up to the standard of Ryu, Dhalsim, Chun Li and the rest, but start to grow on you before long - especially Skullo. Personally, I prefer Street Fighter Alpha 2 to EX but there are many who feel differently. If you've ever enjoyed a Street Fighter game before, you'll love EX as it gives you a chance to learn loads of new techniques while still having some kind of competence from the start. And if you're someone who only plays 3D games, this is your entry into the phenomenon that is Street Fighter. Skullo-crushaaaah! ED LOMAS



Another classic addition to the Street Fighter family. The biggest change for five years, and it's one that works. Awesomely awesome!













f only he'd used a wooden stake! At the end of Castlevania IV the latest in a long line of Belmonts whipped Dracula to death. We all know what that means. Only the wooden stake could have done the job for good, and Dracula must still be alive!

It's taken a while, but Dracula has definitely risen from the grave. Last year Konami breathed new life into their old classic *Track and Field*, and this year they've gone for the jugular with the first 32-bit incarnation of the legendary platformer *Castlevania*. The finished game is bigger, better and badder than ever before. Turn the lights down low, turn the music up and prepare for some sleepless winter nights.

SOME ENCHANTED EVENING...

Konami have taken great effort to make sure Symphony maintains the storyline that's already transpired in previous installments, to such an extent that the action starts just before the conclusion of Castlevania IV. Four years after defeating Count Dracula, Richter Belmont has vanished. Castlevania, the home of Dracula which is rumoured to appear every hundred years, suddenly materialises. Richter is entrapped in the castle by the dark priest Shaft, who plans on resurrecting Prince Vlad back to the land of the living. Meanwhile, Marie Renard has entered the castle to search for her man Richter. Still following? Alucard has awoken from what was supposed to be eternal slumber, aware of the evil that has once again risen in his homeland. He has returned to the castle to confront his father. Phew, more plot and intrigue than a month's worth of Eastenders! The stage is set for a gripping confrontation.





Richter faces off against Dracula in the cool intro. Later Maria tells you about her search.



The dramatic battle between Richter and Dracula. One question: How come Drac is 12ft tall?



PlayStation









STORAGE 1 CD
 RELEASED BY KONAMI
 TEL 01895 853000

The children of the night are alive and well, plus the fanged one himself. Journey back to 1792 and the Transylvanian Countryside of Romania, for the brilliance that is...

astlevania symphony of the night



WHAT'VE YOU GOT AGAINST CANDLES?

Luckily Alucard has a large range of resources to call upon, for his dangerous journey through the castle. Collecting magical items allows Alucard to transform into a bat, wolf or mist but don't expect to find these items straight away. The more you play the game, the more Alucard's abilities increase. Spells can be acquired which with *Street Fighter*-style button presses result in Alucard performing special moves. Fireballs, super jumps and health restoration are just a few on offer.

Apart from the swords and other weapons
Alucard finds on his quest, there are also secondary weapons that can be called upon.
These are powered by hearts which are collected by destroying candle holders.
Secondary weapons consist of daggers and axes that can be thrown. Even better are the diamond that produces a deadly beam that ricochets around the room, a pocket watch that stops time for brief spells, and the shield that circles Alucard offering vital protection.



This huge disc is the pentagram weapon. Which acts as a smart bomb.



One of the most impressive rooms. The chapel behind the action is great.







STAY ALIVE, STAY FOREVVVER!

Previous Castlevania games were made up of several levels, not so Symphony. The game is now set in one huge castle, which is free to explore. However, you will find yourself following a semi-restrictive path through the game. This is because, as your abilities increase, new areas (once off-limits) will



Alucard is using a healing potion. The coloured effect is subtle but very pretty. become accessible. The game play is pitched at a perfect level, and you can always figure out where to go next. Of course there are hundreds of creatures also in the castle. These consist of lowly skeletons and the famous medusa heads, right up to huge bosses and of course daddy Dracula himself.



My dog has no nose. Yeah, well my horse has two legs, you can't beat that!



She may be topless but you shouldn't just gawp at her. She's an endangered species. Extinct even!







DRESSED TO KILL

With the amount of items hidden around the castle and an RPG-style inventory system, *Symphony* bears quite a resemblance to another SNES classic *Metroid*. It's not only weapons that are important though. There are also items to wear that play a part in Alucards quest. Capes, armour, jewellry, headwear and even boots can be found, and worn. This is not for cosmetic purposes, as every

item can improve or weaken Alucard's power.

Strength, luck and experience points are built in this manner. A certain cape may increase defence points, a hat improves intelligence and the power of your damage. Scuba diving equipment will allow Alucard to submerge himself in water. Cursed items also exist, and should be avoided if Alucard is to survive in battle.





ZIVU UPILVIUIV

This at least fulfils my expectations of what the latest in a classic series should achieve. Like its predecessor, PS *Castlevania* takes a while to get busy, but when it does the experience is hypnotic. The really great enemies start materialising around a third of the way into the first castle – leaving you with another 170% of the game to deal with! That's when the game really goes for the throat.

It's impressive how Konami have combined the best aspects of Nintendo's *Super Metroid* with their own expert character design, and knack for drama. Don't let the old-style graphics put you off – the standard of animation is way beyond anything 16-bit could handle. Another *Castlevania* classic.

PAUL DAVIES

CVG OPINION

It's like a spell has been cast over your PlayStation, this game is pure magic. It starts off small, but before you know it you're addicted. I've always liked the Castlevania games, but this is something else. The animation of Alucard is stunning (screen shots do not do this game justice). Enemies become more extravagant and grotesque, and the music is simply perfect. The castle is large and full of secrets, yet you never get lost for long. The learning curve is superb, each ability gained allows for new territory to be charted. There is a little slow-down on some of the bigger bosses, but this doesn't spoil a thing. SOTN is an all-out assault on gaming excellence. This may be old-skool style, but it feels like the freshest thing of the year. While other companies are falling over themselves to create 3D experiences, Konami have produced a 2D masterpiece.









One of the best platform games ever made. A truly epic experience, with a wealth of secrets to uncover. The more you play the better it gets.







FORMULA 1

o-one doubted that Bizarre Creations' previous Formula 1 game would be massive. In fact, when it was released it immediately became the fastest-selling CD game ever. While most people were perfectly happy with the game, there were still those who felt that more could have been done with it - what about a two-player mode, more detailed setup options, realistic car movement, flags, failures, an up-to-date licence, and so on. And Martin Brundle - lots of people asked for him. Bizarre have listened to these comments and produced an excellent 1997 update complete with everything you

could possibly want! And Martin Brundle.



You can be Damon Hill! You can drive at 200mph! You can listen to Murray Walker and Martin Brundle! And you can now suffer embarrassing engine failures too!







As anyone who played the first Formula 1 game will know, the two game modes - Arcade and Grand Prix - were almost identical. Some options were left out for Arcade mode, and a timer at the top of the screen meant you

needed to keep going in order to make the checkpoints in time. A lot more effort has been put into making the modes different in Formula 1 '97, with different play mechanics and start-up screens.



FRENTZEN 4 (G)
WILLIAMS RENAULT



To add to the realism of the game there are loads of tiny little details that are simply there for effect. One of the most practical new touches is that in Grand Prix mode your driver's visor gets dirty as the race goes on. When racing from the new in-car view you'll need to get rid of a tear-off every now and then by hitting the Triangle button to clear your view.



When braking you can see your disks glowing bright orange!



After pitting, fresh sets of tyres have







If you don't wipe your visor regularly it becomes almost impossible to see!

🗯 GRAND PRIX MODE 🗯

One popular complaint of the first Formula 1 was that the Grand Prix mode wasn't detailed and realistic enough. This time around, there are more options which can be fiddled, along with more serious rules. If you drive dangerously chances are you'll get a black flag and instant disqualification! If you choose to play a full season, you go through each of the 17 real tracks in order with practice and qualification rounds before each one. The handling of the cars is more accurate as well, and a single mistake can be costly - one wheel off the track will almost certainly cause you to spin.





The display at the bottom of the screen is the same as the one on TV.

ARCADE MODE

The menu screens are all designed to be as basic as possible, like most arcade games. You simply choose a car, then a difficulty. Each of the three difficulties has five courses to complete. If you finish a race well enough, you move on to the next. The cars handle very differently to the Grand Prix mode and powerslide all over the place like rally cars! Fast music plays to keep you on the edge of your seat all the time, racing to get to the next checkpoint before the timer runs out. The cars don't take any damage in Arcade mode so you can just ram everyone else out of the way as you go.

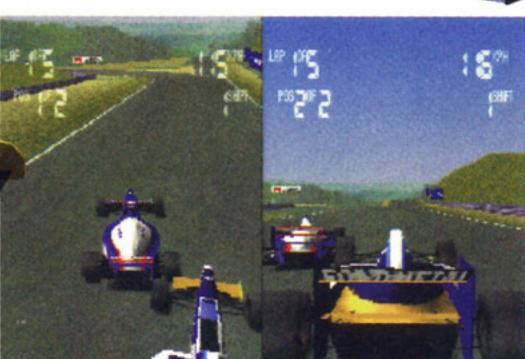




Arcade mode is designed to be as easy and fun to play as possible.



FOR UP TO TWO PLAYERS To play the last Formula 1 with two people you _____ Unfortunately the races can only be done needed two PlayStations, two copies of the game and two TVs. Now you just need a second control pad and a friend!



The vertical split gives the best view of the track ahead. This is the one to use.

WOT NO JACQUES?

17 of this season's tracks and all but one of this year's

drivers are included. The missing gentleman is Jacques

"Williams number one" or "The Canadian". Apparently it's

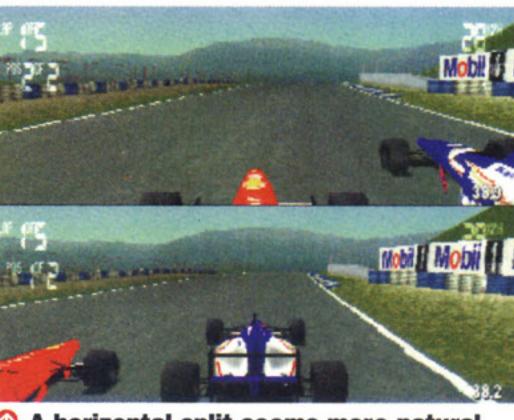
something to do with him not being part of the FIA any more,

GRAND PRIX

↑ + + + TOGGLE A BACK X SELECT

Villeneuve who is instead referred to in the game as

Formula 1 '97 uses the official FIA licence for this year, so all



track, and quite a lot of trackside detail

is removed to keep the speed up.

A horizontal split seems more natural, but can make it difficult to see ahead.

LOOKS LIKE THERE'S A STORM **BREWING!**

If you play a full championship season with all the realism settings on the weather becomes something

you need to

consider. There's nothing more annoying than spending hours mastering a course during

the practice session, only to find that it starts chucking down rain just before the race itself! Even more exciting is if you're in the middle of a dry race and the sky starts darkening, ending up with a massive downpour! These new weather effects add a lot to the feeling of being in a real race, as well as looking excellent.



You really need to learn tracks in the wet.



The spray from other cars can be very nasty.



Pile-ups are far more common in the wet!



so he doesn't come as

part of the licence. The

means that you can put

his name back in if you

Edit Driver option

want to.

TAG HEUER Official Timing there, Murray" is just about all you're likely to hear Martin Brundle say.







Outside of the pits, "You're right

OOOH! IT'LL COST YA!



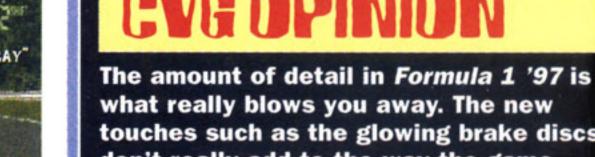
Crashes in Formula 1 '97 are more impressive than they were in the first game, mostly down to the new car dynamics. Instead of just rotating when hit, the cars can be knocked slightly into the air and tipped up like the real thing. Going over the rumble strips makes the car tilt and shake, all adding to the realism. Also, the bodywork of the cars is created in a new way which shows damage all over. Collisions will often cause bits of your car to come off, but you now also need to worry about technical failures. If you push your brakes too hard over a race there's a good chance that they'll blow up in a puff of black smoke! Engine failures are also fairly common with the weaker teams, giving you more of a challenge. Very cool indeed.







Not a massive improvement over the first F1, but still one of the best racing games around. Shame about the pop-up though.



C INFO

what really blows you away. The new touches such as the glowing brake discs don't really add to the way the game plays, but help a lot in terms of atmosphere. The graphics have been improved in some ways - the higher resolution looks good and the car models are excellent - but the pop-up has unfortunately got worse. Some bits of scenery appear very late and slightly ruin the feeling of being there. It's good that the Arcade and Grand Prix modes are very different this time round, but it's annoying to see that the computer cars stick to the road perfectly in Arcade while you powerslide across almost every corner you come to. Every PlayStation owner with an interest in motor racing will already own the first Formula 1, and will be waiting to find out what F1 '97 is like. It's definitely not different enough to make it worth buying as well as the first game unless you're a rich obsessive collector. If you're a racing fan in any way and don't have the first game - get Formula 1 '97 immediately. ED LOMAS



magine life as a Pirate. Cruising through various ports, sinking rival ships while stealing their booty. Destroying all in your path and hobbling about on your wooden leg, as the parrot on your shoulder squawks "Walk the plank" in your ear. Give or take a few minor details this is exactly what *Overboard!*, the new action game from Psygnosis, is really like.

You take control of a galleon on a quest to become ruler of the high seas, doing so by any means necessary: Capture a town by destroying its defences, and the skull and crossbones is hoisted up the flag-pole to signify a new ruler. Rescue dropped treasure to fill up the booty and dodge giant electric squids. This all adds up to another cool game for Psygnosis.



Psygnosis make a surprise splash in uncharted waters with Overboard! – a shiver-me-timbers, walk-the-plank, pieces-of-eight puzzle game!



MAN OVERBOARD!

As you sail from town to town, picking off ships and turrets, you'll inevitably get set on fire by the enemy. This is bad news as it damages your ship, but this causes other problems too. While the vessel is roasting nicely, crew members try to save their lives by jumping overboard. For every person that evacuates the ship you lose a small chunk of health, however picking them up again replenishes that. You can also rescue other ships crew members who are floundering in the water to stock up on energy. This is a useful tactic to remember for multi-player mode, as you'll have a greater chance of survival this way. You have to be quick though, as seamen drown if they are left in the water for longer than ten seconds. Ahhhh!





PIECES OF FIVE?

Top pirate action! Sling in a multi-tap, five mates and a similar amount of pads, and you have an awesome team battle sailing on the ocean waves! It's basically a Last Boat Floating Wins situation, set in specific deathmatch-style arenas. All of the weapons from one-player mode are available, and other pick

ups appear at selected places for the duration of the game. Warps whisk you away from danger, or put you into it. And with the camera constantly panning in and out to make sure that everybody is in the action, you're in for a hectic sea battle!



O Players two and four have taken a beating already...



...but regain it after picking up health bonuses...



...and player four sneaks a victory! Sly little beggar!

SECRETS AHOY M'HARTIES!

A game like this wouldn't be complete without hidden sections of levels and secret warps. You may notice areas that appear to be totally sealed off from the main ocean once sections of the map have been uncovered. This is not the case at all. By travelling to that spot on the map, you often see that a section of the wall is a different texture to the rest, indicating that it

can be shot away. Unload a few cannons into the wall, then sail through the resulting hole to find some very handy bonus rooms. Sailing through waterfalls also reveals warps to other previously sealed off areas, so take a chance by attempting to sail through all of them. Waterfalls can also extinguish a burning ship should you need emergency relief.





The different texture on the wall shows where to shoot...



...to uncover the secret areas with loads of booty!

The basic ship you control isn't very effective against some of the other craft in the game, so the game designers added lots of different power ups for your craft. In weapon extensions, you

addition to weapon extensions, you can also collect boat enhancements. You can attach a hot air balloon to the back so it can fly over walls, or turn it into a paddle boat, doubling the speed. Here are examples of some of the weapons:



One of the two default weapons, this is just a forward-firing cannon. You have to be facing the enemy for it to be of any use, giving them a sure shot as well!



This is the best all round weapon as it fires four balls from either side of the ship, depending on which button you use. Takes out weaker ships in two hits!



one of these little beauties and your shadow will soon know about it! Mines explode on contact – regardless of who dropped them.



Not the proper name, but these burning mines are alight once you've dropped them and burn until they sink. Not that much use, as they don't last very long.



The only weapon you have to counter the flying enemies. If you've picked up the hot air balloon add-on, these rockets fire down to take out other ships.



The best weapon to have for gaining energy. Set the enemy craft on fire and pick up the sailors that jump off to boost your ship. Save this for emergencies.



The last weapon you'll collect is unsurprisingly the best and most powerful in the game. Homes in on enemies and saps their energy in no time. Awesome!



Overboard has three different views to choose from while playing: Fixed, so that the ship stays centre screen all the time; overhead, and (finally, and best of all) fixed behind the ship so you can always see what is ahead of you.



O Crewmen also jump out of the ship when a ghost vessel sails through you. The ship appears from a wreck and heads straight for you, sending scared sailors into the water.



CVG OPINION





I have to say that I thought Overboard! was going to be another run-of-the-mill PlayStation game, but having sat down a played it thoroughly I have been proved very wrong. The five player mode works a treat, and you'll waste hours on it if you have the equipment. But the main game is what surprised me the most. You'd have thought the concept would be be pretty boring, but there is a lot of variety in the stages and they all progress equally in difficulty. Your path up to the first boss gets tougher and tougher, and some of the stages beyond him are rock hard. Just make sure you use that memory card! Overall, Overboard! is a top game. It's as simple as that.

Steve tes

MESSAGE IN A BOTTLE

Pressing L1 calls up your map, which is of vital importance if you're going to complete the stages quickly. It shows the location of all

control of, and the location of the bottles. These bottles not only give you another piece to the level map, but the level cannot be completed if you do not collect all of them. Once the final jar has been rounded up, the exit appears on the map.







It's tough in single player, but still good fun. In multi-player it excels. Overboard! shows that there are still original ideas to be plundered.





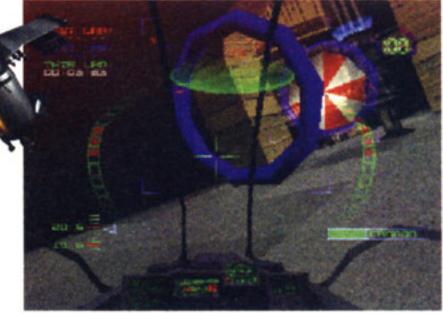


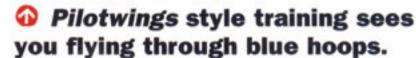


-Police is revolutionary. Not in terms of gameplay or content, but the fact a game of this depth has appeared on a console is incredible. Basically G-Police is a combat flight simulation with you at the controls of what is essentially a super advanced helicopter. You are thrown into a criminally controlled environment and told to bring law and order. Consisting of 35 increasingly difficult missions, the game is large. And with a high level of enemy artificial intelligence it's clever too. An amazing intro sequence and incredible in-game graphics makes sure G-Police looks good. In short this game has it in spades. Which is why we love it so much.



Offering incredible gameplay, amazing graphics and a totally immersive experience, no console has seen a game quite like this before. Welcome to the G-Police.







Your best times are recorded, so training becomes a race game!

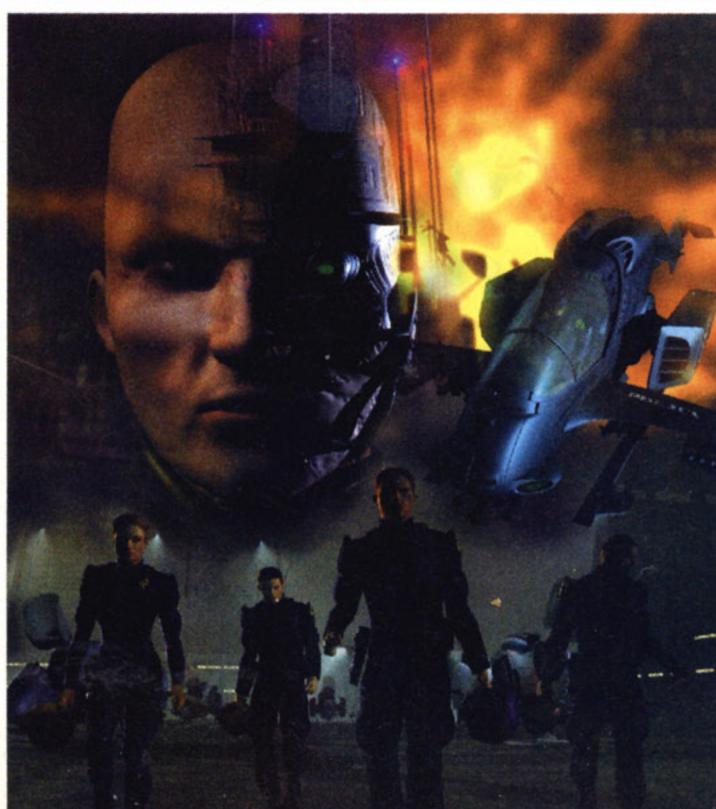


PC VERSION PLANNED

RELEASED BY PSYGNOSIS

G-POLICE STORY

You are Jeff Slater, ace pilot. Your job is to maintain law and order on the off-world colony of Callisto. After a bitter inter-colony war, Earth's government has been deposed by the big corporations, who reluctantly fund independent police forces. A subtle in-joke places the game in the year 2097. Callisto colony consists of 51 domed cities, linked by inter-connecting tunnels. The domes contain skyscrapers, office blocks, factories and spaceports, plus the millions of inhabitants who live and work here. All this information is expertly revealed in a stunning full-motion video intro sequence which is as long as it is incredible, including the most realistic motion capture yet.



LET SLIP THE DOGS OF WAR

To patrol these busy cities, you're going to need a highly manoeuvrable craft. The HAVOC is a vector-thrust gunship, much like helicopters of today, but without the rotors. By the year 2097 the Havoc is reaching the end of its service life, but is still the best craft for the time being. Armed with all manner of weapons, starting with 30mm Vulcan cannon, homing missiles and cluster rockets. this baby packs a punch. As you progress through the levels new weapons are added to the craft. On offer are laser and plasma cannons, varying bombs and an electromagnetic pulse weapon which can disable other craft. Although the controls of the Havoc may take getting used to, by the fifth level you're buzzing between buildings like a pro.







the domes look like leftovers from WipEout.



Amazing, when it's moving it looks even better.



WHAT LIFE IS LIKE ON JUPITER AND MARS

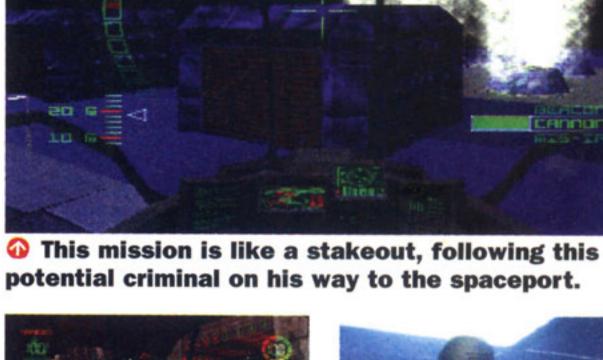
Each of the 51 domes that make up the Callisto colony is a mini city looking like designs from Blade Runner. Full of huge buildings, factories and TRAFFIC!. On the ground and in the air, traffic is everywhere giving the impression of living, breathing cities. This attention to

detail isn't cosmetic at all, but essential to the gameplay. Missions often involve scanning other craft, and enemy craft often start firing at you unannounced. Locating these criminals can be tricky with the amount of traffic around, and adds a great element of suspense.

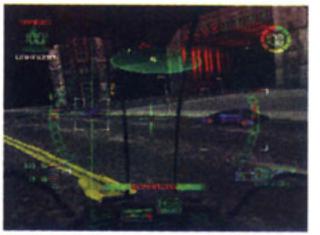








CRIME CRACKERS!







sequences fill you in on upcoming missions.

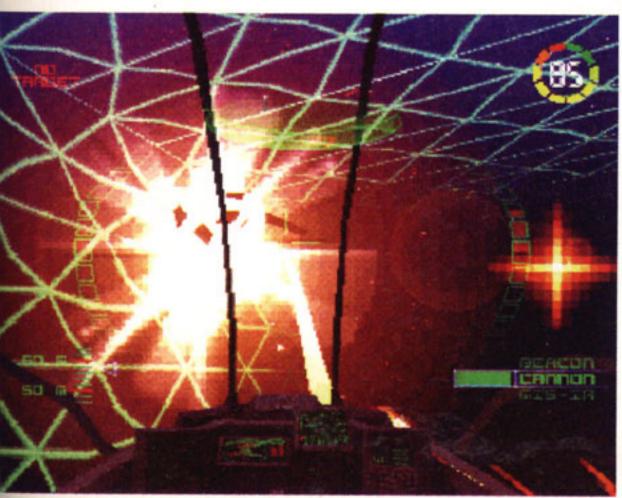
We nicked these two joyriders for speeding.

SUPERIOR INTELLECT

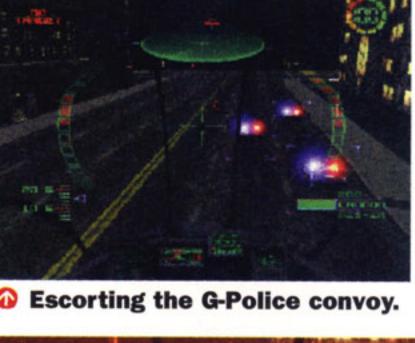
Clever enemy AI is what really makes the game. Dogfights against enemy fighters are made extra tough by their ability to evade fire. The enemy are smart enough to duck behind buildings for cover, and attack from a much higher height than your craft. Often attacking in waves, you need nerves of steel and ace reflexes to beat this game.



Bellowing smoke, this craft is on its last legs. One more carefully placed shot and he'll be gone.



This is what you get, when you mess with us! An amazing explosion gives you real satisfaction.







CVG OPINION

A game of this type on a console is unheard of. Even on a PC it's going to be special. G-Police is the type of game that you think are ten-a-penny. Yet when you play it, you realise there really hasn't been anything quite like it before. Closest comparisons would be a PC helicopter simulation. The dark environments allow Psygnosis to get away with a very restricted view, which is really the game's only flaw. Yet at the same time it makes the game much tougher, plus they've also included an option to increase the view angle at a cost to game speed. They really have thought of everything. Beautiful to look at, excellent to play and a very involving and tough challenge. G-Police is one of the best PlayStation shoot 'em ups I've experienced, and well worth getting.

ALEX HUNTALA





Unlike most console games in terms of sheer size and depth, this is involving, immersive and an excellent shoot 'em up all in the same package.



engine, Hexen 2 puts you in the world of Thyrion. The first two serpent riders D'Sparil and Korax have been defeated, but now the third and most deadly, Eidolon, is taking over the world. If he wasn't terrifying enough on his own, his minions have spread across the many continents under the command of his generals – the Four Horsemen of the Apocalypse! You are one of four heroes who are Thyrion's last hope. Farewell, young dungeoneer.



• The Four Horsemen of the Apocalypse appear as the game's bosses. Here's Famine with his scales!





ASSASSIN

The Assassin a quick, silent and deadly character. Her initial weapon is a hand-held double dagger which doesn't do too much damage. Far more useful is her Hand Crossbow, a small weapon which fires three arrows at once. The Assassin is also able to collect and throw Spiked Grenades which can be bounced off walls and other scenery. Once mastered, these can be very useful. Her ultimate weapon is the Staff Of Set, with a giant scarab beetle on the end. By holding the attack button the weapon can be charged, making the exploding shot more powerful. When using the



Tome Of Power, a gold scarab is fired which makes giant chains fly out of the walls, floor and ceiling and stick into the flesh of the enemy! They they pull their victim into the air and tear them apart! Yikes!

EB B

CORRIDOR GAME



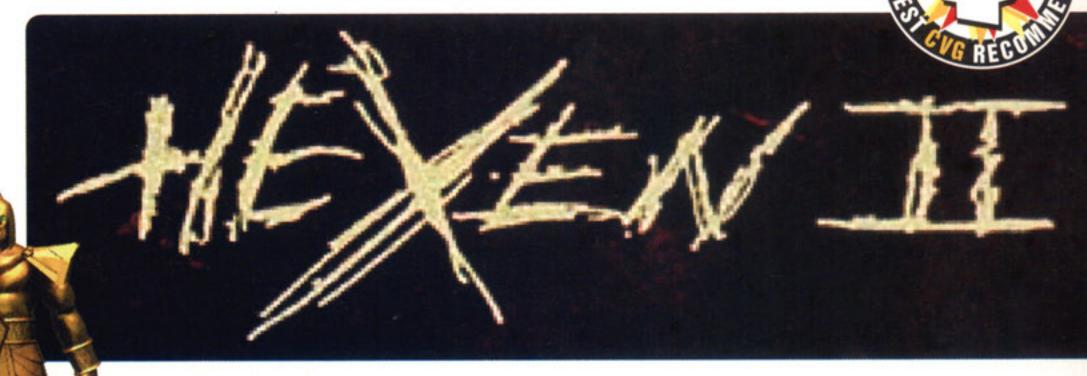


BY RAVEN



Hexen 2's gonna get medieval on your ass!

A peaceful world in an alternate reality requires your help. Get ready for the adventure of your life!









THE HEROES OF OUR STORY

The first choice you need to make when setting off on your adventure is which class of character you want to be. There are four from which to choose – Paladin, Crusader, Necromancer and Assassin, each with their own weapons and abilities. See which one sounds like your kind of thing.

PALADIN

The Paladin is a follower of Kravnos the War God, and has weapons and abilities to match his faith. To begin with, the Paladin fights with just his fists, albeit while wearing spiked gauntlets. His other weapons are an enormous sword, throwing axes and eventually The Purifier! This weapon fires twin streams of powerful magic straight ahead rapidly, cutting down enemies without much trouble. When used with the Tome Of Power it launches magic missiles which seek out evil!

CRUSADER

The Crusader is often considered to be a defensive character, but later on in the adventure he can become immensely powerful. His standard weapon is a small Warhammer, but before long he'll find the Ice Mace. This weapon fires shards of ice which eventually freeze enemies solid! Later he can get the powerful Meteor Staff (fires exploding boulders!) and the incredible Lightbringer. It focuses a ray of holy light into a thin beam which bounces off surfaces, reducing everything to dust!





While the scenery looks great, what's even more amazing is that pretty much everything can be destroyed or moved!

The cathedral looks absolutely amazing! The angel that haunts it is very difficult to see and fires powerful coloured light beams!

WHAT AN EXPERIENCE!

The Hexen series has always been more of an adventure than Doom and Quake, and Hexen 2 is more like a real-time RPG than ever before. Each character plays differently to the last and has separate Intelligence, Wisdom, Dexterity and Strength ratings which increase as the game goes on. Experience points are gained by killing enemies and completing tasks, moving you through the rankings as you go. To begin with you are

a weak level one character, but reach level three and you get to use your first special power. A level three Necromancer can gain health points by slaying enemies and collecting the life orb which is released. A level three Assassin can turn invisible by standing still in shadows for a few seconds! As the characters become more powerful, more of these special abilities become available.

NECROMANCER

The Necromancer is physically

weak, but has amazing magical

powers. His initial weapon is a

sickle, as you would expect the

Lord of the Dead to carry. The

against enemies when fighting

from long range with one of the

Missile spell fires blue energy

fires splinters of bone from his

Staff, shoots bolts of magic as

of deadly ravens who peck any

enemy to death!

spells he can pick up. The Magic

balls, while the Bone Shards spell

palms! His top weapon, the Raven

standard. But when used with the

Tome Of Power it summons a flock

Necromancer is more useful

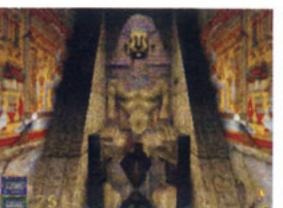


Pressing the Tab key shows your character's current statistics and items.



A Necromancer above level 3 can collect these life orbs from certain enemies.







THE ANTIQUES ROADSHOW

There are plenty of special artifacts which can be collected throughout the adventure to make your life easier. Some add to your character's armour, like the Amulet Of Protection, Bracers and Helmet while others can be stored up and used when they are needed. The Torch lights the surrounding area, the Mystic Urn restores large amounts of health, the Chaos Device warps you to the start of an area, and the Boots Of Speed do just as you'd expect – they let you run at amazing speeds! The new Glyph of the Ancients is a weapon which each character uses differently, like the flechettes in the first *Hexen*. The Paladin uses it as a powerful grenade, while the Assassin attaches it to walls by a long chain which acts as a tripwire!



The Tome Of Power is as fantastic as ever. It powers up any weapon for a short while, giving the carrier amazing new attacks!



In Heretic it was chickens. In Hexen it was pigs. And in Hexen 2 it's sheep! The Seal Of The Ovinomancer transforms a room of enemies into dozy ewes!



The Force Cube follows you around, attacking enemies with magical laser beams!



When you use the Invisibility Sphere, your weapon goes translucent. It looks lovely.







The Necromancer's ravens attack for him!



This Imp comes from the Stone of Summoning.



Once you've frozen an enemy, smash them!

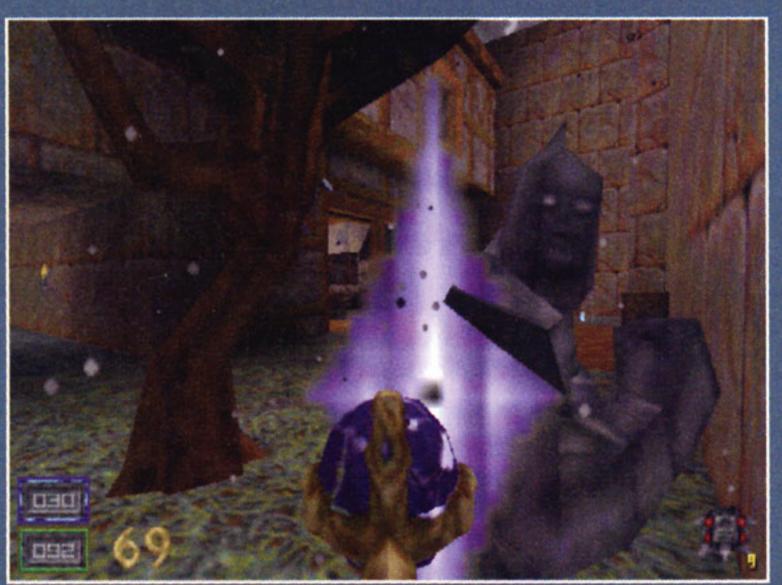


YOU REQUIRE THE MYSTIC PANTS OF CHARROKNOS

Although *Hexen 2* uses an enhanced version of the *Quake* engine, it plays quite differently. For a start, the adventure is a lot more open – you don't play through one level then move onto the next. Instead, many levels are linked together in a big "hub" and you can move backwards and forwards between them as you want. Often you need to collect items from one level and take them to another to progress, which adds a lot of depth to the game. Also, each of these sections isn't just a blast from start to finish – there are lots of puzzles and problems to solve in order to progress. For example, in the very first part of the game (included in the free demo on the internet) you need to mix a potion to turn a mithril wall into a destructible wooden one. For the potion you need to find the tomb of Loric, collect his bones, take them to the windmill, grind them to dust, then take them to the mixing chamber and make the potion! The puzzles get more and more elaborate as the game goes on!



O Putting the red gem in front of this giant snake statue brings it to life! It swings about firing venom from its fangs!



• Here you are outside the forge at the stables. A dead man's notes mentioned a buried key somewhere near here.



Mazaera's ancient temples are filled with deadly Werepanthers!







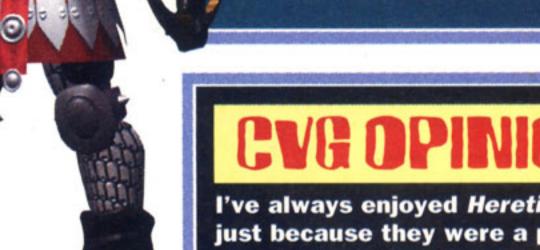
The Mummies keep going even when their arms and legs have been shot right off!



Pestilence rides on a giant boar and is surrounded by a swarm of hornets!

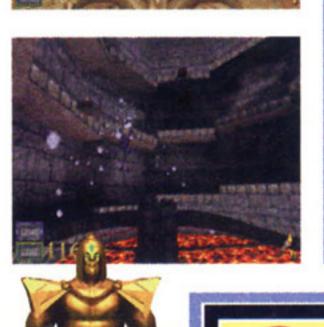
2ND OPINION

Blimey! Hexen 2 is *#±!*% awesome! I was disappointed by the original Hexen, but this is far, far superior to its predecessor. The look and feel of this is nothing like Quake, which does even more to make Hexen the separate brand that it has now become. The first sample of H2 I got was in a co-operative with Ed. Three hours later we were working as an awesome partnership with immensely powerful characters. Earning your new weapons is also a good thing, as you actually have to play to reap the rewards. I would advise you all to buy this, play together with some mates and have a team against the computer. It is an unrivalled experience and one that must make the Quake 2 team poo their pants. Steve tes



I've always enjoyed Heretic and Hexen, just because they were a pleasant change from playing Doom all the time. This time around it's a lot more than that. Hexen 2 stands alone as a magnificent game, rather than just being "Quake with a crossbow" like the other games. The addition of experience points which increase your character's abilities as you go through the game really makes you want to stick at the game, and makes your choice of class more important. The graphics are fantastic, especially on 3Dfx, with astounding level design and smooth enemies. The multiplayer deathmatches aren't as good as Quake's, but the special items (especially the sheep!) provide lots of laughs. Instead, the best way to play with friends is in co-operative mode, working together as a team with different strengths and weaknesses. Whether you're a fan of Quake or not, you'll find that Hexen 2 is one of the best things you'll play on the PC at the moment. You can also guarantee that it's going to take off on the internet almost as much as Quake did. Unfortunately, it's another one of those games you're going to have to buy. Sorry.

ED LOMAS





A hundred times better than the first Hexen. A massive adventure with some of the most amazing levels you've ever seen! Fantastic!









SHADOW WARRIOR

CORRIDOR GAME

OCT RELEASE

BY 3D REALMS

1-8 PLAYERS

• PRICE £34.99 SHAREWARE VERSION AVAILABLE

NO OTHER VERSION PLANNED

STORAGE 1 CD

• PUBLISHED BY EIDOS TEL 0181 636 3000

sing the fantastic Duke Nukem 3D game engine and team, Shadow Warrior is a super-speedy Kung-Fu cheese fight all the way through! You start off fighting with just your fists and giant sword but before can long pick up every kind of weapon you've ever seen in an action movie. If you've played the shareware version of the game (www.3drealms.com - get it now) you'll have seen the grenade launcher from Terminator 2, but there's now another Arnie weapon. When Lo Wang picks up the Rail Gun he says "Time to get

erased!", which should give you a clue as to the way it works! The graphics are fantastic, although they do get very blocky at times. Because all of the enemies are sprites, and some of the 3D

objects are built out of sort of sprite things (to be honest, I don't understand how they've done it) it runs incredibly quickly. The level design is the best thing about Shadow Warrior, with completely varied stages which all look brilliant. And, as with Duke 3D there's masses to do in each

problem it's that the game's too darned hard! But even when you're struggling through the excellent sense of humour. which fans of action movies will love, keeps you going.

room. If there's one

Fellow fans of corridor games - get Shadow Warrior as soon as you can! It's Wang-tastic! ED LOMAS



↑ There's masses of blood and guts flying around in Shadow Warrior!











ROSCO MCQUEEN

ou're the man in the title, Rosco McQueen, and it's your job to put out fires and save innocent civilians trapped in flaming buildings before they're toasted. You're armed with an axe for smashing through doors and scenery, as well as destroying any evil robots who are out to hinder your progress. As you go you need to put out fires to stop the temperature getting too high with your powerful water hose. The graphics aren't particularly stylish but are technically excellent with loads of detail and colour. Rosco is a bit clumsy to control which gets very annoying in tight situations as he can't turn and sidestep at the same time and occasionally gets stuck behind boxes and the like. Rosco McQueen's not going to stir any strong emotions in anyone, but is certainly good enough to warrant a few nights of rental. **ED LOMAS**

ACTION GAME

OUT NOW

BY SCEE

1 PLAYER

- PRICE £34.99
- NO OTHER
- VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SONY • TEL 0171 447 1600

DRIVING

NOV RELEASE

BY CLIMAX

1 PLAYER



That small purple droid following Rosco around is Digit, who gives advice in a squeaky voice.





FELONY 11-79

elony paves the way for a new breed of racers. We reviewed the Japanese version of this game (Runabout) in our August issue. The graphics may be ropey compared to some more recent PlayStation games, but they do the job well. Music by Japanese band The Surf Coasters adds to the fun element, with a wicked blend of surf guitar. A little impact is lost due to some very large PAL boarders, but the gameplay remains the same. Which is what Felony is all about - it plays superbly. You really get the feeling you can go anywhere, and you almost can. The secret cars offer great replay value, as does wrecking everything to gain points. If you're fed up with racing games where you only try to go faster, get this - there's nothing like it on the PlayStation. After this, racing games will never quite be the same. **ALEX HUHTALA**

• PRICE £44.99

NO OTHER VERSION AVAILABLE

NO OTHER VERSION PLANNED

• STORAGE 1 CD

 PUBLISHED BY ASCHI ENTERTAINMENT

• TEL 01923 202097









Action packed and full of surprises. Just look at the damage and chaos you can create.

No.



DARK REIGN

very once in a while a C&C clone comes along that actually gives its forefather a run for it's money. Dark Reign is the closest one we've yet to play. It features all of the elements that have become standard play in games of this type. Mining for Taelon to give you more power to run your buildings, and looting natural water springs to make money are the two biggest assets to you. Without those you cannot survive, it's as simple as that. Then you can start building an army force to be reckoned with. The waypoints are a very cool new idea, whereby you lay a set path for soldiers to take and they follow it. Overall, it may not offer enough of a difference to please C&C fans, but it comes through the comparison test with flying colours. Cool.

STEVE KEY

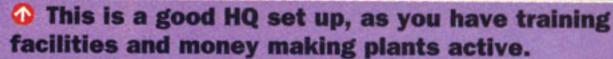


OUT NOW





- PRICE £35.99
- NO OTHER
- VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY ACTIVISION • TEL 01895 456 700









HERCULES

he latest in a long line of Disney films-to-games is also the first to be simultaneously be released with the movie. The programmers were allowed unprecedented access to cinema footage, to such an extent that one of the major songs and many cut scenes have been included. The result of all that is an above average platform games. The graphics (how many times have you heard this about a PlayStation game) are superb and the Hydra is one of the most impressive bosses I have seen for a long while. The ability to change your plane of movement by moving in and out of the screen is also cool. And a bit of variety is thrown in, in the form of Crash Bandicoot vertically scrolling style levels. But it just didn't offer enough new ideas to stand out from the crowd. Looks top, plays OK. That's Hercules.

STEVE KEY









- PRICE £34.99
- NO OTHER
- **VERSION AVAILABLE** NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SONY • TEL 0171 447 1600



This is the awesome Hydra boss. Slice off one of its heads and another one grows instead!





CLOCKTOWER

serial killer known as Scissorman is on the loose. Search for clues as to who the murderer really is, outwit the killer and more importantly stay alive. Clock Tower is a slowpaced adventure game, with excitement added whenever you hear the eerie sound of deadly scissors. Upon hearing you must run and hide from the killer, and once the sound has gone begin your search for clues again. Clock Tower is a two year old Japanese game. As such the graphics aren't up to the levels seen in the survival horror classic Resident Evil, but they do their job. The action sits awkwardly in a small viewing window, and sifting brough the slow dialogue and text is too boring. Human made a much better sequel, which is still fairly old. Perhaps Ascii should have released that game instead. Still, if you want an alright adventure on your PlayStation this is worth a rent. ALEX HUHTALA

HORROR **ADVENTURE**





1 PLAYER

- PRICE £44.99
- JAPANESE SEQUEL
- **AVAILABLE ON IMPORT** NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY ASCII GAMES
- TEL 01923 202 097



1 If she just makes a fist, then she can beat Scissorman. You see stone beats scissors!









irus pits you against the small viruses that have infected the hard drive of your PC. Playing similarly to Descent, the hard drive is depicted as a 360° environment. You must visit each file and blow the viruses away. The war inside your PC is being fought over the kilobytes that make up each file. If a file is corrupted it needs to be cleaned, then you can use the kilobytes from that file to buy more equipment. The big selling point of Virus s that every PC will display the game differently using text, sound and graphics files hidden away in your hard drive. Fly into these directories and you can be greeted with sights and sounds from your own PC. Virus has all the hallmarks of a classic game, unfortunately the idea is a lot better than the finished product. The game itself is a little dated and repetitive to play. ALEX HUHTALA

SHOOT 'EM UP

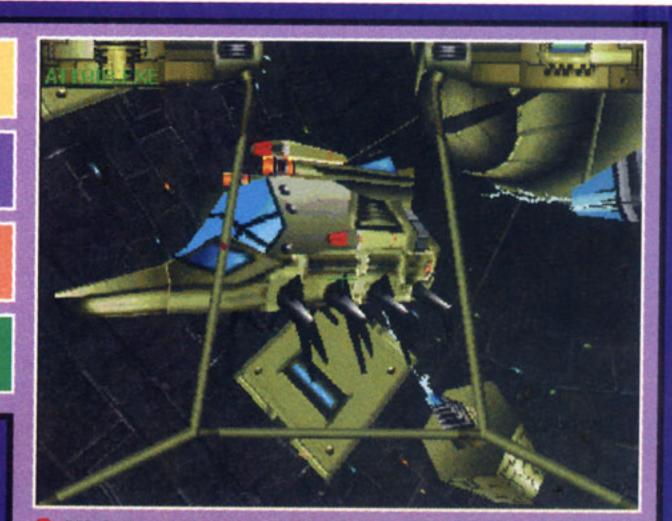
OUT NOW

BY KIDUM MULTIMEDIA

1 PLAYER

- PRICE £34.99
- NO OTHER
- VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY TELSTAR

• TEL 017923 222 232



Weird craft like these actually patrol inside real PCs. They're piloted by full-sized Alex Huhtalas.

ARCATOS.

MK 4 has finally hit the arcades after months of rumours, speculation, and hype. Does it live

up to the legacy?

ortal Kombat 4 might be one of the most anticipated arcade games ever, taking the everpopular fighting series into two brave new worlds: weapons and 3D. As it turns out, neither one is as dramatic a change as originally anticipated. The 3D textured polygons and camera effects don't alter the basic 2D game engine, and the weapons merely supplement without overpowering the familiar gameplay. MK 4 is really more of the same game: great new characters, new Fatalities and secrets, awesome new stages, ridiculously funny new voices... but the Kombat essentials are fairly unchanged. Version 1.0 is far too glitchy and unfinished for a final judgment, but here's what we know so far.



Some of the most popular classic Mortal Kombat backgrounds are back, only in 3D!



My My My

MK 4's most radical new feature is the weapons system. It's certainly as hyped as the Parries in Street Fighter III, or the sidestep in Tekken 3. Each character has a vicious tool of death-dealing mayhem, such as an axe, staff, hammer, or sword, which can be whipped out anytime with a simple controller motion. The weapon attacks simply substitute for most of your normal punches, although each is different with up to six different





Scorpion cuts Sonya with a very long, very sharp knife...sword, really. As you can see, the weapons cause large amounts of blood to be spilled.



swings. The weapon-play is straightforward. Don't expect any Soul Blade-style deflects or breaks. You can, however, steal the opponent's weapon if you knock it from their hands! Weapons do considerably more damage than normal attacks, so although they're generally slow, they are worth the effort. While most of the weapons are for hand-to-hand fighting, the crossbow is the exception; it shoots projectiles either straight or at an angle. Unfortunately you can't put a weapon away once it's been drawn, which can be annoying if you only want to use it for a quick swipe.





When the opponent's holding their weapon, hit them with almost any attack and they'll drop their arm like a dolt. Then it's up for grabs!

PUSH STAR

BLOOD IN 3D?!

So, just how do blood, guts, and random body parts look in 3D? Terrific! Powered by the new Zeus hardware, MK 4's graphics are texturemapped polygons with amazing detail. Few Fatalities seemed to be implemented in version 1.0, but the ones I was lucky enough to witness including Sub-Zero's original head-and-spine-pull, and the all-new fan stage slice-and-dice death restored much of the bleeding edge lustre that was dampened by the watered-down cheese whiz Fatals from MK 3 (nothing induces boredom faster than arcade machines being dropped from the sky or a giant foot stomping the opponent).

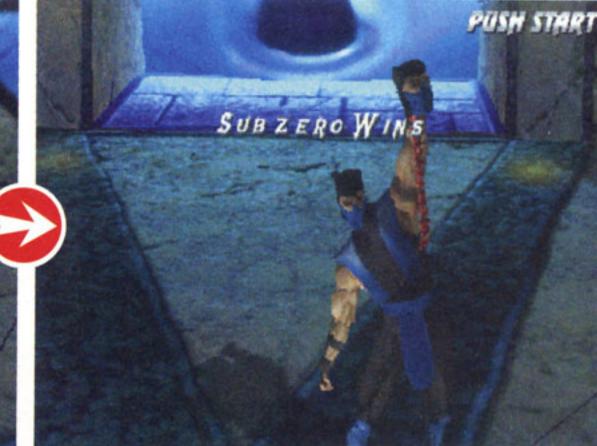


Though not related to a Fatality, this horrific screen is what you'll see if you decide not to continue playing after defeat. A good argument to keep pumping in pence eh?



The fan stage Fatality chops the victim into a bloodbath of dismembered limbs, then rockets their severed skull right into the screen! I've heard of "head-cam," but this is ridic.





 Sub-Zero's old-skool Fatality is BACK, baby! Sub rips off the victim's head, spinal cord still attached, and holds the mess up for all the world to see.

M M M

3D EFFECTS IN A 2D WORLD

Don't let the new 3D appearances fool ya, MK 4 is still the same 2D game as its predecessors. In fact, rarely does it stick the 3D aspect in your face; the most noticeable occasions are for major hits such as a Roundhouse kick, when you execute one of the new "Limb Break" attacks, or for a win pose. When events such as these occur, the camera pans around for a rotational view of the action. This has little effect on gameplay, other than occasionally putting dropped weapons out of reach. While it generally stays within 2D

O Connect with a Roundhouse Kick and

you'll be rewarded by their body flying

off at a 3D angle as the camera pans.

QUAN CHI WINS

WINS: 00

confines, MK 4's graphics are nothing short of superb. Effects such as the "real-time rain and lighting!" in Raiden's war platform stage, the hovering light sources in the fan stage, and the multi-shifting planes of prison cells in Goro's dungeon have me convinced beyond a shadow of a doubt: Midway's got it goin' on! Don't get me wrong, MK 4 doesn't come close to Tekken 3 in terms of pure 3D muscle (no replays, far fewer camera changes), and the characters don't seem to move as fluidly, but the detail is still mighty impressive.

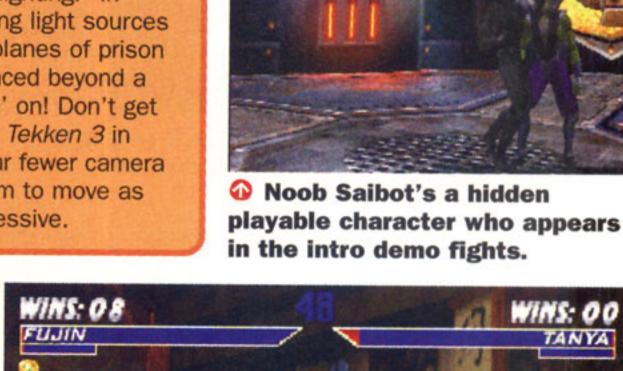


Midway flexes some graphic muscle with the 3D intro sequence featuring Raiden's explanation of the story of MK 4 (in which, you must save the world from yet another rampaging tyrant, by the name of Shinnok).



PUSH STAR QUAN CHI SUB-ZERO

Though there are no replays in MK4, the 3D rotating win poses are a nice reward for a round well fought.





That dive kick will knock Tanya up for a juggle.





KEEPIN' THE SPIRIT ALIVE

Aside from the new weapon system, changes to the action are few and far between. The biggest tweak is the virtual removal of *MK 3*'s infamous dialakombo system – in *MK 4*, the max is two ground hits (into a possible special move) and it's the same for every character. Another change is the removal of the traditional jump kick-High Punch-any move corner kombos – the High Punch now

pushes you too far away. Every character now has a second throw (a limb breaker), and the basic set of attacks has been tweaked here and there. For instance, Roundhouse Kicks now do more damage than Uppercuts. However, most of these changes are small, so if you were good at previous MKs you'll kick ass on this one. If not, well, may death become you.



Raiden puts the hurt on Reptile with one of the new limb break throw attacks.

WINS: 02

Remember those krazed High Punch korner juggle kombos? Well, forget about 'em in MK 4!



♠ A quick two hits is all you'll get if you start madly tapping attack buttons at close distance. No more six-hit morse kode kombos here!

类数 MORTAL BUGFEST NUMBER FOUR 类类

Midway are building up a well-deserved reputation for releasing glitchy, inkomplete *Mortal Kombat* games. For instance, *Kombat* veterans will remember how early versions of *MK 2* and *MK 3* had crash bugs caused by various Fatality commands. *MK 4*'s current release, version 1.0, is an absolute mess, and while crash bugs have yet to rear their ugly heads, it's still arguably the most bug-ridden, unfinished arcade game ever released.

The biggest glitch is the frequent and annoying habit of player 2's block button to simply not work. This is especially noticeable during matches against Quan Cheap, er, Quan Chi; he can teleport stomp against player 2 almost with impunity. In brief, other bugs include mysterious graphic breakup, the com-

puter's occasional knack for getting back up even after being defeated, the seemingly random ability of one player or the other to attack even before the round has actually started, and a strange glitch which can trap the player in the corner behind the wall.

Not only this, but the current version lacks a "final boss" encounter (it's unclear whether Shinnok will be the last boss, but smart money says he won't be, with Goro at the top of the candidate list), endings are of course nowhere to be found, and according to sources, few of the Fatalities have yet to be included. Stay on the lookout for a new version, which should hopefully be out by the time you read this with substantially crisper, cleaner, more komplete gameplay.

"HEI MY LASARNE!"

What am I talking about? MK 4's crazed voice samples, of course! While Raiden's "Ikabobalay," "Your mother's from L.A." and "Get back in the car!" samples from previous MKs were hilarious, nothing, nothing can prepare you for the nonstop insanity found in MK 4. While, disappointingly, not every character has their own unique voices (many of the male characters share samples), this game represents a vast improvement over previous MKs in terms of quantity and humour value. There are literally dozens of voices this time, for all types of different situations, and they're a total riot. Some almost make sense: the generic male cry "Oooh, I'm gonna throw you over there!"). Some are utter nonsense: Sonya's incomprehensible rambling when she does her Vertical Bike Kick. My favourite ones, however, lie somewhere inbetween - you can sort of make out what they're saying, but not quite, and you're forced to guess, in the tradition of Raiden's screams from past MKs when he did his superfly move. For instance, "Get my lasagne!" is my best guess at Quan Chi's cry when he does the teleport stomp, and "Oh! My Bride!" is my only possible interpretation of one of Tanya's numerous horrified screams when she takes a vicious hit such as uppercut. Nothing is more entertaining than trying to figure out what these boneheads are saying. Try it, it's like a fun little mini-game!

On the subject of sounds, MK 4's music and sound effects are excellent, and the voice actor is as evil-sounding as he's always been, if not more so. Fortunately, there's no problem understanding what he's saying.



You won't succeed, but you'll have fun trying.





Notice how Quan Chi (on the right) is sort of "inside" the wall? Well, that's because he is! One of the many cute glitches in version 1.0. for YOU.



Another aspect of the incomplete version, Group Battle mode is not yet properly working, and if you look closely you can see that Noob Saibot's picture is where Jarek is supposed to be.



"Choose Your Destiny"
system with five different
difficulty paths, each
one containing four
different variations!
However,
play to the
end of any of
these paths
in version
1.0 and
you're sole
reward is a
text
message:

"Good Job!"

MK 4 expands the

MK 4 brings back six of the most popular

Scorpion, Raiden, Liu Kang, Sonya, and

Reptile. Overall, they are largely unchanged. If

anything they seem to have lost moves. Sub-

weakened Ice Clone, but his Ice Shower is

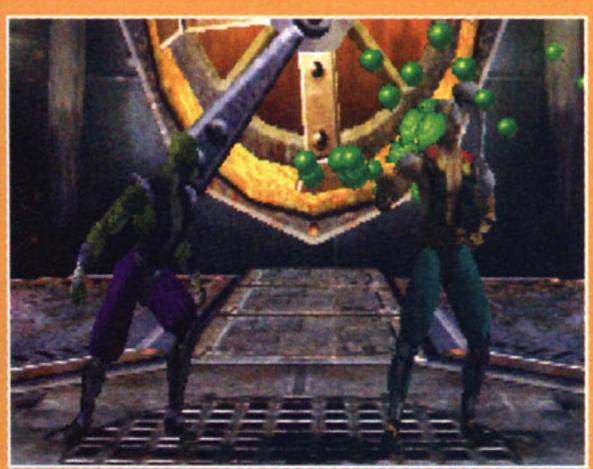
Zero still has his Slide, Iceball, and a severely

RETURNING FIGHTERS

around, but his Leg Grab's been cut. Liu Kang powermongers from previous versions: Sub-Zero, retains all of his moves. Sonya is blessed with a new, extremely useful Cartwheel Kick. Finally, Reptile's been hurt the worst - while his Acid Spit's range has been increased into a drenching shower, his Forceball is nowhere to be found. Let's hope some of these moves come back in the next revision!



Sonya shows off here ridiculously useful new cartwheel kick.



Reptile can now shower his opponents with a spray of acid, and the move can be repeated easily for a nasty keep-out tactic.





The popular stand-bys return with most of their klassic moves intact, such as Sub-Zero's Iceball and Raiden's Superfly.

NEW KOMBATANTS

MK 4's new warriors, overall, are a much better-designed lot than the group we got in MK 3. Now, some players may have enjoyed that line-up, but to me the robots and Woody Harrelson look-alike cop in particular just DIDN'T FIT THE THEME, okay? You got a problem with that? These guys are all dark, mysterious, evil-looking, and appropriate to the Mortal Kombat mood.



In MK 4's story, Raiden talks of an ancient battle against the evil overlord Shinnok, which caused the death of an entire civilisation and predated even the conflicts with Shao Kahn. Now Shinnok is back and looking to conquer Earth. Surprisingly though Shinnok seems to be the central figure of MK 4's story. He's an immediately selectable character, and might not be the last boss (hard to tell since there are no endings yet). He has no special moves of his own, but he can impersonate any of the other characters for a limited time much like Shang Tsung's morph techniques.





For pure entertainment, nothing beats using Tanya, as she has more voices than any other character. Her moves include a ground fireball, an air fireball reminiscent of Sindel, and a flip kick. She is a scantily clad, amazon-lookin' warrior.





It's hard to describe this rugged individual, but he reminds me of some kind of hardy lumberjack. He only has two moves, and that's all he needs: a Kano-like rolling spin attack, and a Jax-like ground stomp.





My favourite new warrior, he has the lift-up power of Kitana and then some. He can bust you into the air with a ground fireball, rain a fireball down on your head, or fly through the air with an ascending Wave Punch. In a very unique manoeuvre, he can also "switch fighting modes" by running around on his arms and attacking with all kicks. In this style the pirate is ultra fast and able to land leg throws, but very vulnerable because he can't block.





This effeminate, mystical fighter relies on aerial attacks and his ability to control the wind. He can lift you up from a distance on a gust of air, then slam you to the ground and bounce you over his head (setting up any number of juggle kombos). He also employs a rapid Vacuum Spin and a dive kick, both throwbacks to Kung Lao's moves.





This maniac (fondly known as "Quan Cheap") looks like a cross between Uncle Fester and a Harley biker, and you can't miss him as his ugly mug's plastered all over the side of the cabinet. His moves include a teleport stomp that takes Sheeva's old move to a new level of cheapness, a skull projectile, and the ability to telepathically steal the opponent's weapon.





FINISHING MOVE

If Midway want us to take MK 4 seriously, they'd better patch this puppy up (and quickly). I'll reserve final judgment until then, and view this version as what it is – a work in progress. For fans of the series, this version just might reignite arcade Mortal mania all over again!

SLASHER QUAN



A jam-packed New Games section this month, as we reveal the hottest stuff at the recent Tokyo Game Show, as well as some of the amazing games that made it to London's ECTS show. Christmas is gonna be hot!



ROCKMAN DASH

🦰 apcom's newest game is a 3D exploration RPG adventure game based on the Rockman world.

You can move in any direction and rotate the view point as you wish, for complete freedom of control. Your character is capable of kicking, shooting and climbing etc. By exploring places, solving puzzles, collecting items and shooting enemies, you progress through the story. All the monsters and giant robots are well animated with very smooth graphics. The whole game has a cartoon feel to it with Capcom adding so much detail into every scene that you just have to be impressed. Due for a Christmas release in Japan.



This is unlike any of the previous Rockman (MegaMan to us) games.





DIDDY KONG RACING

DEC RELEASE

BY RARE

1-4 PLAYERS

t's been in development for nearly two years now, and yet Rare have managed to retain it as one of the best kept secrets in the industry.

Now, in a blitz of publicity, Diddy Kong Racing is going to hit Nintendo 64 in a big way. The game is split into two main gameplay styles. The main one is Adventure which puts you into a level which has





balloons hidden inside it. Collect the balloons to opens up doors to the main

game where the real racing levels are. The second is Track mode which let's you pick a specific course and race against the computer on it. The only catch is, that you have to have found the circuit in the Adventure game for it to be accessible. Characters from the newest of Rare's titles are available to race as with Diddy obviously being the major player. Others include Banjo from Banjo Kazooie and Conker from Conker's Quest fame. You also have the choice of three vehicles - a car, a plane and a hovercraft. There are four worlds (one of which is hidden) that you have to battle through and once gold has been achieved on all of the tracks in one world, you go on to race some rock hard boss characters. With the game nearly complete

now, we'll be featuring a huge review in the

next month's issue. Only then will you real-

ly see if DKR will be the Mario Kart beater!













et to coincide with Japan's hosting of the Winter Olympics, Konami let gamers play an early version of their newest sports game

speed skate, snowboard, bob-sleigh and curling) to choose from, this game is like several different sports games all in one. There's plenty of lastability as each particular sport needs to be thoroughly mastered. There's 16 countries to choose from (including England and Japan) so there's plenty of hot international competition to face.



BY KONAMI

1 PLAYER



The view switches depending on the action.



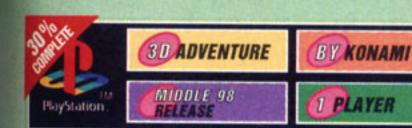
Explosions are commonplace in Metal Gear.

CHRISTMAS BELEASE METAL GEAR SOLID

ACTION GAME

As development progresses on this game, the Konami team are pulling out all the stops. All the weapons found in the game can be used but it's not just a name change, the effects are all too realistic. The development team used military gun catalogues from America to help them in their research and in June they went to America to actually fire some of them as well. One example of this realism is depicted in the grenades. Even after you've pulled the safety pin out of the grenade you can still keep moving about until you throw it. New team members include ex-soldiers who are giving invaluable advice on military tactics and the latest hi-tech weaponry

available

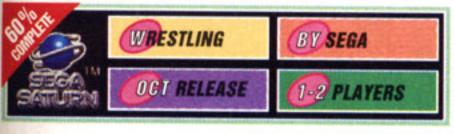


CASTLEVANIA 3D

proceeding smoothly, Konami released new information about the

game to further wet the appetites of all N64 owners.

This time they introduced the four characters that are selectable in the game (it is possible that more may be unveiled at a later date). The main hero is called Schneider, a hardened vampire killer. Not surprisingly his main weapon is a whip. Other players include the mysterious Cornel who appears to be a werewolf! By using his shape changing abilities he should have a variety of unique skills – in human form he is incredibly acrobatic. Carrie is a young woman who has some kind of magical energy inside her. And Corler is a tough fighter!



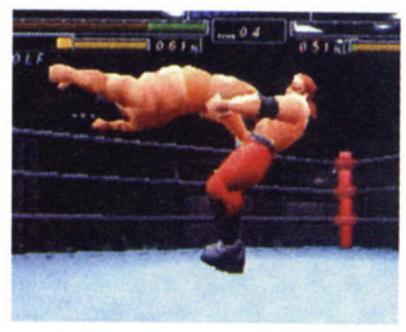
ALL JAPAN PRO WRESTLING: FEATURING VIRTUA

With this year being the 25th anniversary of the All Japan Pro-Wrestling Federation in Japan, SEGA have decided to release a wrestling game.

However, compared to other wrestling games, SEGA have decided to go for unprecedented realism. With famous pro-wrestlers from Japan (Giant Baba) and from around the world (Jonny Ace) participating in the development, the

latest motion-capture technology has been used to create super realistic wrestling action. In addition, two characters (Wolf and Jeffry) from the World's most popular fighting game, *Virtua Fighter*, have been added to create the dream match of real vs virtual!! Coming soon in October!





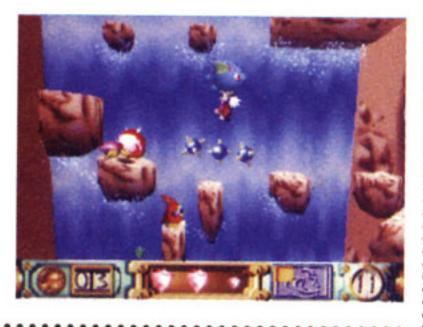
3D PLATFORM BY NAMCO CHRISTMAS 97 RELEASE 1 PLAYER

WIND OF KRONA

Looking at the screen shots you'd be forgiven for thinking that this is just another platform game. However, if you see it moving you'll soon realise that this is far from an ordinary game. Utilising Namco's polygon expertise they have created a beautiful fantasy world where everything comes alive. Almost all the scenery moves in some way or other and as the game proceeds, and you'll often move in and around the objects and buildings you thought were just background. Well judged camera-work always ensures you know exactly where you are and imaginatively designed stages always keep you interested. An excellent 3D action adventure game coming this year!



Namco look set to give us a top platformer. We trust 'em!



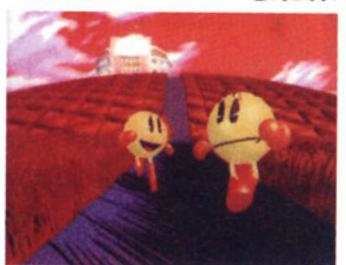


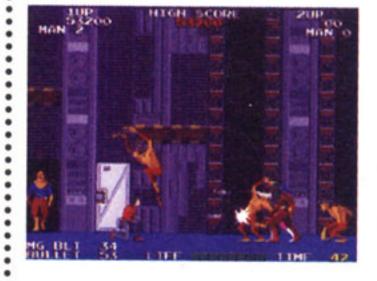
SHINING FORCE III

the new Shining Force adventure is split up into three scenarios: Part 1 is released in Winter 1997, Part 2 in Spring, 1998 and Part 3 in Summer, 1998.

Although the scenarios take place one after another with different characters in different locations, the outcome of one scenario effects the next scenario. Your actions have a direct influence on the future. Besides this new game feature, the graphics have also been enhanced. Utilising full polygon modelling, all the battle scenes come to life with dramatic camera work and spectacular 3D effects. All the map areas are viewed in realtime with smooth and dynamic animation.









NAMCO MUSEUM ENCORE

Ithough Namco officially finished the Namco Museum series at No.6, such was the overwhelming demand from players to have even more classics, Namco have kindly given us No.7.

And it could just be the best one of the series. There are seven games in this Museum: King & Balloon, Motos, Sky Kid, Rolling Thunder, Rompers, Dragon Saber and Wonder Momo. Ranging from 1980 to 1990, there is a fair spread of styles from the graphically simple yet addictive King & Balloon all the way to the impressive

Dragon Saber which has its full original BGM as well. All these games were past arcade games, but some have aged more than others.





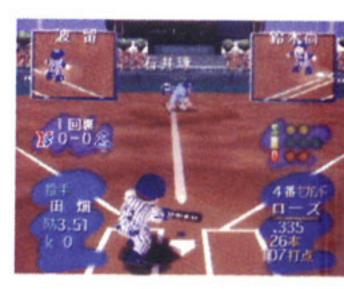
FAMISTAR 64

amco's debut on the Nintendo 64 is the very popular baseball game, *Famistar*. Having enjoyed reasonable success on the Super Famicom it was a natural choice for Nintendo's new console.

Similar to most baseball games on the N64, it makes full use of the 3D stick to enhance the batting gameplay. There are interesting little touches such as full-sized steam train flying around the stadium if you hit a home run, that add that touch of flair you'd expect from the N64. Obviously, being a baseball

game there's only so much one can do to technically distinguish it from other baseball games, but in Japan at least it'll be a sure hit.



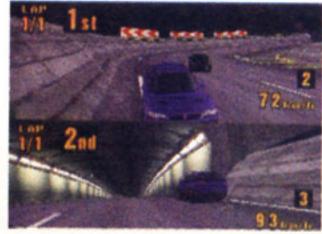




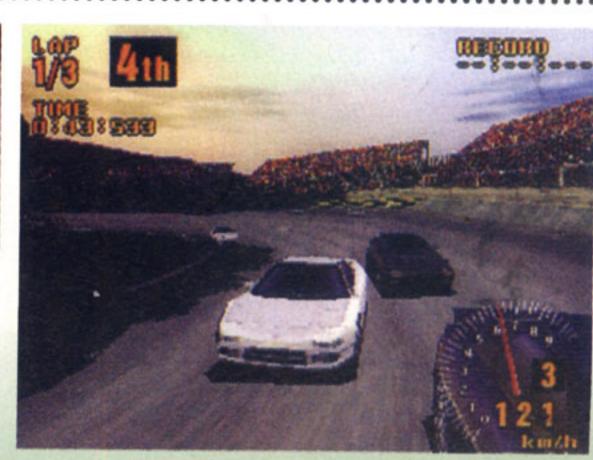
GRAND TURISMO

SCE's big game at the Tokyo Game show was the real driving simulator that takes realism to new levels. With ten car manufacturers participating (offering a total of 87 different cars) and the extensive tune-up options in the simulation mode there are hours of fun both on and off the track.





In arcade mode, you can enjoy unparalleled racing excitement with super realistic handling and accurately simulated suspension and grip. In addition, SCE emphasise that all the cars' engine noise is a perfect reproduction. The two player split-screen mode and the replay mode are just two of the many extra features incorporated.



FIRST LOOK AT





CHOCOBO'S MYSTERIOUS DUNGEON

ith the strong popularity of Japan's favourite yellow bird (it www even appeared in Tobal 2) it was only a matter of time before it got it's own game.

Based in the fantasy world setting of Final Fantasy all the creatures that appear will be familiar to most fans of the series. Simply put, you control the Chocobo and explore the dungeon. The mysterious part is that each time you go into the dungeon it changes! Items change places, monsters move around and even the map alters! In this way you can play as much as you like because it's a different experience every time. As with most RPGS, the idea is to solve puzzles and complete an adventure while raising your Chocobo to be the most powerful bird in town!



SOUKAIGI

This was Square's surprise game announcement at the Tokyo **Game Show.**

From the producers of Bushido Blade comes an all new fantasy combat game with incredible graphics and breath taking 3D combat action! As before, everything is modelled in full polygons with characters being able to take advantage of the 3D playing field with complete freedom of movement. This time around not only can you wield a weapon, you can also use magic as well to defeat all sorts of monsters and villains. Some of the most impressive effects come as you fly around the stages. Certainly, one of the top Square games to be released this year.



TAMAGOTCHI WORLD

or the first time, Bandai have released actual video footage of the ultimate incarnation of the tamagotchi series.

Running on the Nintendo 64 we can say that this version will be the definitive tamagotchi game with all new features to make you drool. First of all there are over 50 types of tamagotchi! These include never before seen types!! The whole world revolves around a board game. As you go around the board, the squares you land on have different events which effect your tamagotchi. Events include a Casino and a Horror house so you can expect some zany comedy antics from these other-wordly creatures! The game is full of mini games so unlike the real thing it should keep you interested for a lot longer.



DAM DAM STOMPLAND

This great looking game is based on the simple principle of jumping on your opponents shadow where each time you jump on somebody's shadow that person flies off to never-never land. Now then, all these goings on are in place called the Stomp Land where not surprisingly all this jumping makes the "DAM DAM" noise. There are a variety of



strange places in existence such as a factory, a sweet country or the cratered surface of Mars! Some of your opponents are robots but there are also other strange aliens and monsters as well. Due to the strangely individual nature of each world everyone's shadow is not always fixed so a variety of tactics need to be mastered!



PARASITE EVE

quare's next epic action RPG must be progressing well as they've been able to release full details of the opening sequence.

Set around Christmas, 1997 in New York, the heroine arrives at Carnegy Hall to watch an opera. However, things go horrible wrong as the NMC (Neo Mitochondia Creature), a microscopic entity, makes its first attack against mankind! With the strong link between the game's story-line and Christmas it's looking likely the game will be released before Dec 25th. Unplayable at the Tokyo Game Show huge crowds gathered around the Square booth to watch the ever impressive CG rendered demos that they're famous for.

助路官「ああ」すみません。

応急処置でしたね。



CYBER EGG BATTLE CHAMPION

📆 andai's latest creation is a 3D action robot fighting game. Battle deadly and powerful robot monsters over a wide variety of worlds with your robotic punch and kick.

Use your mighty jump to leap into the air in order to search the area for enemies or increase the strength of your attack as you come hurtling down. After clearing a stage you can level up your robot with new parts to make it stronger. In addition, you can customize the settings of the parts to match the characteristics of the field stage. Such stages as the water world, sky city and outer space zone will test your robot's endurance to the full so you need to make sure it's tuned-up appropriately. With bright colourful graphics this comical action game is fun for all.



BOMBERMAN 64

Without doubt one of the best looking Bomberman games from Hudson and certainly a much needed addition to the Nintendo 64 software library. This game has all the elements you would expect from Bomberman with both puzzles and mysteries and exciting action and adventure. The adventure spans 5 different worlds (Green Garden, Blue Resort, Red Mountain, White Ice and Black City) each of which offers an incredible variety of obstacles and opponents. After you finish the Story Mode you can enjoy the Battle Mode which also has 6 different stages. All in all a must have!







WILD CHOPPERS:

Take control of warriors fighting against armed military terrorists. Taking control of 8 battle helicopters, each with different capabilities, you must choose the best one for each mission and destroy the enemy. Realistic battle scenes and a new 3D stick movement sensation are some of the new features packed into this game. Depending on the scenarios, there are also specific missions to be accomplished. With 7 missions spread over 5 stages there's plenty of action to keep you coming back for more. It now incorporates the N64 rumble pack as well!









SEAR MUSINGLE

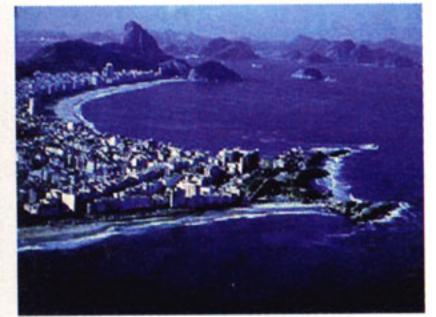


Television ads, press conferences, interviews and a completely new outlook on the way Sega run their business. All is answered on this page.

ext time you venture into your local store to buy a Saturn game and all you come across is row upon row of PlayStation games, spare a thought for the people of Brazil. The Megadrive is still the driving force behind Tec Toy (the distributor of Sega games), and even the Master System still has a large amount of money making potential. The Saturn is available to the public, but having only just dropped in price to US\$399 from the original price of \$899 a shot, they're not exactly flying off the shelves. This may make the situation sound bleak, which it is far from, as Tec Toy are a booming company at the moment. But when you consider some of those facts, then the hundred quid you can now pick a UK



This is a regular sight on Steve's private beach, just off his multimillion pound mansion. Oh and you might see it in Rio as well.



Saturn up for doesn't sound so bad.



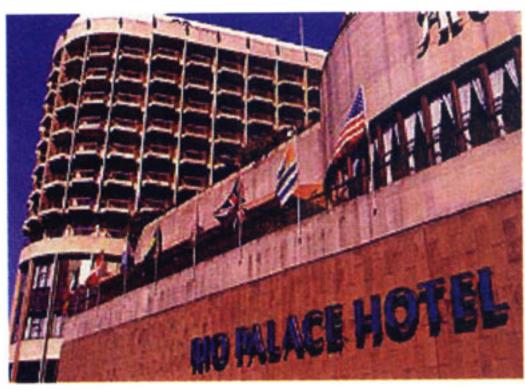




SEGA IN BONDAGE SHOCKER!

With the Saturn needing a new kick up the butt to get the gamers going Brazil nuts over *Daytona*, *Virtua Fighter* et al, Tec Toy have put into action their huge new marketing strategy. Three commercials are going to be broadcast from the 28th September for two weeks, and already you're probably wondering we're telling you this. Well our very own Mr. Key is starring in one of them! The commercial, which will only be aired in Brazil features our Steve turning an incredibly fat woman from a maid into a leather clad bondage gal and finally into a leather chair. And all because she disturbed him playing *Daytona*! Doh!

The Rio Palace hotel is situated on the Copacabana beach front. That means...

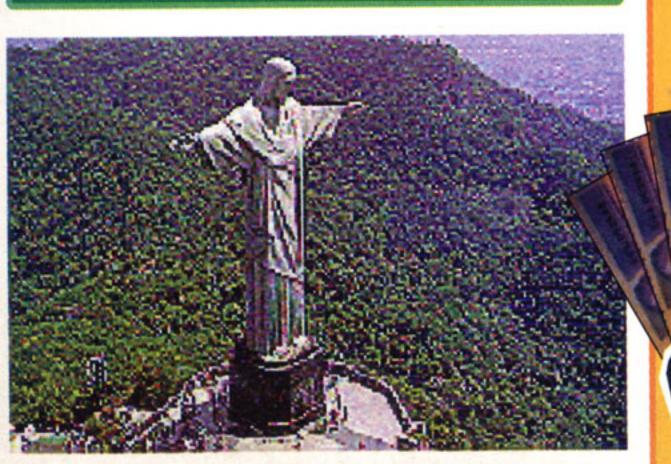


...that views like this are commonplace from the hotel. You won't get that at Butlins.



?! \?! WHAT'S THE STORY?

The Master System was released in Brazil in 1989 and since then, understandably, has picked up a huge installed base. So MS games are guaranteed sellers. The Megadrive is Tec Toy's biggest selling console so far this year, and the games are priced quite well at US\$50 and only US\$35 for Master System games. These translate as roughly £30 and £25 respectively, about the same sort of price you can pick them up over here. But with Saturn games still commanding a high price tag, the chances of immediate success are slim. Just count yourselves lucky when you walk into a shop and see Saturn games for £35. Because it doesn't happen in Brazil.



This statue is called Corcovado and is one of the most famous tourist sights in Rio.

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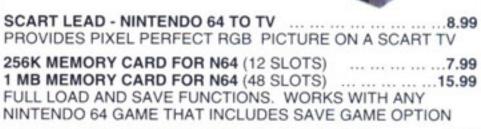
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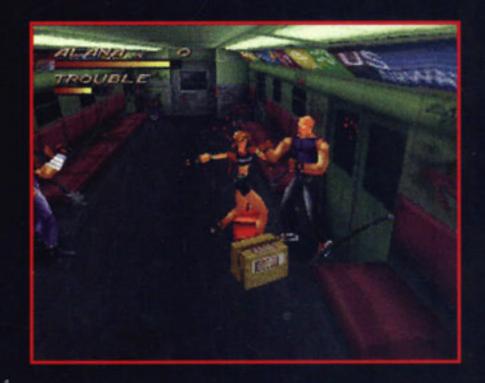




"Fighting Force looks to be every bit as groundbreaking as Tomb Raider..."

Official PlayStation Magazine

"The game is cool... don't be surprised if this is bigger than the original Tomb Raider." C&1





"Ever dreamed of playing Final Fight in 3D? Wake up! The future's here and Core Design is about to deliver a knockout punch."



BE PREPARED... WE'RE ON OUR WAY!



EIDOS



THE HOTTEST GAMING GOSSIP FROM AROUND THE WORLD!

November 1997

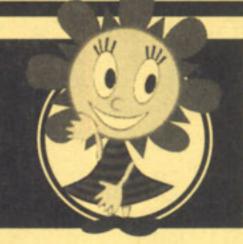


PREPLAY

ssue 19



PARAPPA WORLD TOUR! HIS DAD TELLS ALL TO CVG!



t was CVG's highlight at the ECTS show. Not Blade Runner, not Burning Rangers, not Quake 2 But, an interview with the creator of PaRappa the Rapper!

With a Japanese pop career spanning ten albums, Masaya Matsuura is the man who made *PaRappa* – the rhythm/action game that sent Japan into a PlayStation-buying frenzy last Christmas. Now the Hip Hop Hero is heading west coast way! First, Matsuura first demonstrated his skill for the game – rappin' 'cool' on a giant PlayStation pad in front of crowds. No cheap button bashing either, this really was cool rapping! Then we got to discuss *PaRappa*'s creation, the possibility sequel, and even taking

CVG: How did you come to work for Sony?

PaRappa on tour!

MM: I was signed to Sony
Music, so I knew
PlayStation was coming
out. It took several years
to develop the hardware
though, (and details) were a
little foggy. So I made
software for PC.

CVG: You made PaRappa for PC?

MM: My music career started with computer composing in 1983. The environment wasn't sophisticated like now. It's good to create using ready-made software, but I got frustrated because it always sounded the same. Theatre has its own music, a singer has their own voice, but computer music doesn't have its own system. So I made a CD sampler on PC. I tried remixing on this software and found rap music very

funny to play on the computer. This is the basis of *PaRappa*'s creation!

CVG: PaRappa's sound changes depending on your performance. How?

MM: PaRappa doesn't use midi (internal sound chip), its

soundtrack is played on CD.

It has four different tracks of the same type, for cool, good, bad and awful. Play 'cool' and the other tracks aren't heard. If the score system decides you're not good, this cool track

disappears and another comes in.

CVG: Did you or Sony have to work out how to do this on PlayStation?

MM: After my development on PC, I branched into (Philips) CDi. I'd already done a prototype of the mix on CDi, similar to PaRappa's tracks changing.

After the PlayStation came out, I asked Sony's people the difference between CDi and PlayStation, so I could become accustomed to PlayStation.

CVG: Do you have any more ideas for 'weird' types of games?

MM: I'm doing a secret project on PlayStation, but I can't say anymore.

CVG: Are you doing PaRappa 2?

MM: Ah, big secret.

CVG: Are you more interested in making games or music?

MM: I don't think of games and 'others' having a difference. I want to make fun. After I make something, people say "it's a game" or "it's not a game". This is the situation with Parappa. I don't care about that.

CVG: Did any particular bands inspire you when making PaRappa. MM: I did PaRappa's soundtrack with several musicians and one was a DJ. He doesn't use instruments, just records. After his creation, many

pre-recorded soundtracks were include in *PaRappa*, but you can imagine the problem of rights. We couldn't use original tracks, so I spent a long time resolving this problem. If you have much

knowledge about music you can imagine what the originals were.

CVG: You did a little performance out there to a small audience. Ever have dreams of doing it in Wembley Stadium?

MM: Oh no, stop it! (laughs) Even that for me, it's big, you know. You can't understand how nervous I am, demonstrating on stage. I do a live show with an unusual music style. I play the keyboard for the songs, but sometimes I make mistakes. But for this kind of demonstration I am the producer and musician. I know much about

PaRappa's system, so I couldn't lose!

CVG: Would you tour with PaRappa?

MM: Someone has spoken about that. At the end of this year Sony Computer's people are thinking about a live show with PaRappa.

CVG: Would you feel worried if someone else did PaRappa 2 or 3?

MM: Yeh sure. Although Enix is doing a game like PaRappa (called Bust-A-Move, see New Games). At the last Game Show in Japan they presented it. But the game system is not secret.

CVG: What did you think of Digital Dance Mix?

MM: Ah, it's great.

CVG: Sony Europe are doing a Spice Girls game. Have they asked you to help them out with it?

MM: No.
CVG: Would you
do it?

MM: I'd think about it (laughs).



MOST

WANTED

CHART

The place where you shout out for what you want.

And right now you're shouting for more Lara Croft!

1	TOMB RAIDER 2	PS/SAT
2	RES EVIL 2	PS/SAT
3	TEKKEN 3	PS
4	ZELDA 64	N64
5	FFVII	PS
6	VF3	SAT
7	TIME CRISIS	PS
8	HOUSE OF THE DEAD	SAT
9	F-ZERO 64	N64
10	F1 97	PS/SAT/PC

Missing out by a a hair this month were Sonic R,

Quake 2, Sega Touring Car, Saturn Quake, NiGHTS 2

and Grandia. We had some decent silly ones too this
month, such as Theme CVG, Exorcist on video (what,
you haven't got it?), Whores of Babylon (erm), Zool
64 (oof) and Elvis Sideburns (?). We refuse to mention
Worms 2, oh sh... Keep sending them in or you can
forget your mail being printed, got it?

Contents

Page

- 1 News/Readers charts
- 2 Official Charts
- 3 Retro Ninja Reggae Dojo



4 Ed's Tips



- 6 Free Ads
- 7 Melting Pot
- 8 Drawinz wot you dun
- 10 Street Fighter Ex Players guide
- 14 High Scores 7
- 16 Reader ad form

THE RED-HOT RUMOURS DEPT. IT'S BURNIN' BABY!

- Lobotomy Software have got their Saturn *Quake* engine running on PlayStation at 30 frames per second smoother than Saturn! Apparently a two-player split-screen mode wouldn't be too much trouble. It's been shown to GT Interactive who are currently considering Rage for the conversion (the team who did cruddy Saturn *Doom*).
- Following a new agreement, all of Capcom's new arcade games will be made for Sega's consoles. Capcom are
- also going to use Sega's Model 3 hardware for their new coin-ops, starting with the new *Street Fighter EX*.
- Sony have licensed all future games featuring Lara Croft. Future Tomb Raider games will now only appear on PlayStation. and PC.
- Final Fight EX will be released in the arcades next year. Details are unknown, but a Model 3 scrolling 3D fighting game is likely.
- Namco are set to release Micro

- Machines V3 in Japan.
- Lobotomy's first N64 game, *Aquaria*, already looks fantastic. The graphics run at 60fps and are apparently some of the best seen. Enix are converting the game to PlayStation.
- Activision want Lobotomy to convert Hexen 2 to the consoles.
- music for PaRappa the Rapper 2.

 Rlade Rupper and Carmageddon a

Famous rap stars are to do the

• Blade Runner and Carmageddon are both coming to PlayStation.





I-FORMAT SALES TOP 20

			A STATE OF THE PARTY OF THE PAR	
THIS	LAST	TITLE	FORMAT	PUBLISHER
1	1	V-RALLY	PLAYSTATION	OCEAN
2	4	LITTLE BIG ADVENTURE 2	PC CD-ROM	EA
3	2	DUNGEON KEEPER	PC CD-ROM	EA
4	5	ISS PRO	PLAYSTATION	KONAMI
5	9	ALIEN TRILOGY: PLATINUM	PLAYSTATION	ACCLAIM
6	8	WORMS: PLATINUM	PLAYSTATION	OCEAN
7	7	TOMB RAIDER	PLAYSTATION	EIDOS
8	12	ROAD RASH: PLATINUM	PLAYSTATION	EA
9	13	CHAMPIONSHIP MANAGER: DOUBLE PACK	PC CD-ROM	EIDOS
10	11	BUST A MOVE 2: PLATINUM	PLAYSTATION	ACCLAIM
11	19	RAYMAN: PLATINUM	PLAYSTATION	UBI-SOFT
12	10	MARIO KART 64	NINTENDO 64	THE GAMES
13	RE	C&C: COUNTERSTRIKE	PC CD-ROM	VIRGIN
14	RE	DIE HARD TRILOGY	PLAYSTATION	EA
15	NE	REBEL ASSAULT 2: WHITE LABEL	PC CD-ROM	VIRGIN
16	18	C&C: RED ALERT	PC CD-ROM	VIRGIN
17	3	ATOMIC BOMBERMAN	PC CD-ROM	INTERPLAY
18	NE	DIG: WHITE LABEL	PC CD-ROM	VIRGIN
19	NE	WARCRAFT 2	PLAYSTATION	EA
20	RE	MICRO MACHINES V3	PLAYSTATION	CODEMASTERS
LASS		PLANTA CONTROL OF THE		

JAPANESE MULTI-FORMAT SALES TOP 10

THE R. P. LEWIS CO., LANSING		
1	DERBY STALLION	PLAYSTATION
2	LAST BRONX	SATURN
3	LANGRISSER IV	SATURN
4	LADY GOLF	PLAYSTATION
5	ROCK MAN X4	PLAYSTATION
6	POCKET MONSTER	GAMEBOY
7	MOBILE SUIT GUNDAM - ONE YEAR WAR	PLAYSTATION
8	TAMAGOTCHI	GAMEBOY
9	SAGA FRONTIER	PLAYSTATION
10	MONSTER FARM	PLAYSTATION
	The second secon	

AMERICAN MULTI-FORMAT SALES TOP 10

1	STAR FOX 64
2	TRIPLE PLAY '98
3	WORLD SERIES BASEBALL '98
4	WILD ARMS
5	SHINING THE HOLY ARK
6	SYNDICATE WARS
.7	MARIO KART 64
8	HERC'S ADVENTURES
9	DYNASTY WARRIORS
10	TEKKEN 2

NINTENDO 64 **PLAYSTATION** SATURN **PLAYSTATION** SATURN **PLAYSTATION** NINTENDO 64 **PLAYSTATION PLAYSTATION** PLAYSTATION

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

QUAKE FINAL FANTASY VII TOP SKATER **GUN BULLET** QUAKE 2

video games

PC CD-ROM **PLAYSTATION** ARCADE **PLAYSTATION** PC CD-ROM



MOST RECOMMENDED!

You're looking for a game to buy, right? Here are the best games to get this month.

SATURN UK TOP 5

	DUKE NUKEM 3D	SEGA
	MARVEL SUPER HEROES	VIRGIN
	RESIDENT EVIL	SEGA
	SONIC JAM	SEGA
9	DRAGON FORCE	SEGA

	SATURN IMPORT	TOP 5
	SONIC R	SEGA
2	SILHOUETTE MIRAGE	TREASL
}	LAST BRONX	SEGA

PLAYSTATION U.K. TOP 5

ODDWORLD: ABE'S ODDYSEE

MARVEL SUPER HEROES

GRANDIA

PLAYSTATION IMPORT TOP 5

FINAL FANTASY VII (US)	
GUN BULLET	
COOL BOARDERS 2	
STREET FIGHTER EX PLUS	
XENOGEARS	

CAPCOM SQUARESOFT PC TOP 5

NAMCO

GAME ARTS

CAPCOM

SONY

KONAMI

VIRGIN

PSYGNOSIS

GT INTERACTIVE

SQUARESOFT

UEP SYSTEMS

	HEXEN 2	ACTIVISION
2	TOMB RAIDER 2	EIDOS-
}	CURSE OF MONKEY ISLAND	VIRGIN
	JEDI KNIGHT: DARK FORCES 2	VIRGIN
-	BROKEN SWORD 2	VIRGIN

NINTENDO 64 TOP 5

GOLDEN EYE	THE GAMES
LYLAT WARS	THE GAMES
ISS 64	KONAMI
BLAST CORPS	THE GAMES
MARIO KART 64	THE GAMES

NINTENDO IMPORT TOP 3

TUROK (GERMAN)	ACCLAIM
BOMBERMAN 64	HUDSON
EXTREME G	ACCLAIM

16 BIT TOP 3

SONIC 3D	MEGADRIVE
MARIO KART	SNES
GUNSTAR HEROES	MEGADRIVE

ARCADE TOP 5

TOP SKATER	SEGA
HOUSE OF THE DEAD	SEGA
THE LOST WORLD	SEGA
KING OF FIGHTERS '97	SNK
VAMPIRE SAVIOUR	CAPCO

CAPCOM3

CVG'S TOP 10 GAME SPEECH MISQUOTES

- 1 ATTACK THAT SQUIRREL JET! KEN (SF2)
- I'M A BISCUIT! RYO (KOF 95)
- WIKKI IS THE POO! TOAD (JAP MARIOKART 64)
- YA MOTHER'S CRAP! BAHN (FV)
- LORD LUCAN! RYU (SF2)
- DUKE NUKEM! SAKURA (SFA2) CHEESE SLICE! -
- CYCLOPS (X-MEN)
- 8 EXTRA PEPPERADE! -WOLVERINE (X-MEN)
- 9 SNAGGLEPUSS! ADON (SFA) 10 VERY STRONG NIGHTS -REALA (NIGHTS)

REEPLAY

ith MicroGoblin Dave Kelsall "off on holiday", it's down to the **Master Rich Leadbetter to bring** you this month's collection of old has-been games.

It might interest you all to know that the MicroGoblin waited until I'd had a few too many Ribenas at the EMAP summer party before he asked me to "do" the cabin in his absence. But hey - it's

LEY/MIDWAY

an honour. No, really. It is. Really. So here's a bunch of ancient coin-ops and suchlike that still spring to mind from my mis-spent youth. Some of the best games these days come from the people who defined what videogames were all about in the early eighties - Namco, Sega, Williams (well maybe not the last

one)... but what on earth happened to Atari? Williams bought them actually. The two companies redefined arcade gaming and now... now they are one glorious whole! Oh yes.

A piece of gaming history is Williams' mega TAPPER. The aim here was really simple. You were a barman and you basically had to run between bars, filling up pints (it was sponsored by

Budweiser!) and sending them flying at the ever-thirsty customers (some looking much like Jaime Smith and Ed Lomas!). And don't forget to collect those empties! Despite its really simple gameplay, TAPPER remains absolutely brilliant... and if you don't have access to the coin-op (or an emulation thereof), you'll be as pleased as punch to discover that US Gold's C64 and Atari translations were equally cool. Some awesome Atari

classic I can remember include the mind-numbingly ace CRYSTAL CAS-TLES - a kind of precursor to MARBLE MADNESS with a less refined 3D style to the graphics.

12525

Budweiser

THIS BUDS FOR YOU

O TAPPER. Refreshes the parts.

@ CRYSTAL CASTLES. Bentley. PAC-MAN style gameplay was the order of the day here, only this time a trackball was used to guide the main character, Bentley Bear, around. This is still a decent blast today.

LEVEL 1

MASTER'S CYBERSPACE PICK

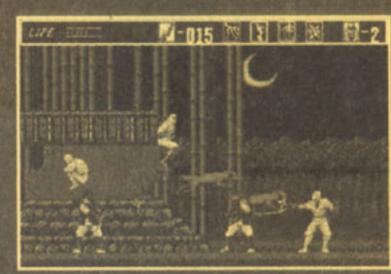
There's a huge amount of retro stuff on the Internet, as Dave has been covering over the last six or seven Cabins. My favourite sites are as follows... First of all, you've GOT to bookmark the EMU news home page (http://members.aol.com/emunews/index.htm). This has full-on info on every emulator for every system ever devised! Probably the best emulator is MAME, which reproduces over 230 arcade games perfectly on PC, Mac and even Amiga! There are tons of MAME pages about, but I suppose my favourite is Lord 13's MAME page

(http://people.mw.mediaone.net/l13/mame1.html). This'll sort you out with a huge amount of brilliant games to try out!

BANJO KOSHIRO

What have REVENGE OF SHINOBI, STREETS OF RAGE and STREETS OF RAGE 2 got in common? Apart from the fact that they're all brilliant Megadrive games, they all have music by Japan's Yuzo Koshiro. In his day (the early nineties) he orchestrated some of the finest techno soundtracks heard on Megadrive and indeed Super NES (ACTRAISER was a classic). In fact, Koshiro ripped out the sound circuitry in the Megadrive and actually made it part of his studio. His in-game soundtracks went on to become top sellers in CD format in Japan. But where is he now eh? EH?





↑ SHINOBI (above) sported top ninja tunes. The RAGE series (below) went all bangin' techno. Wicked!



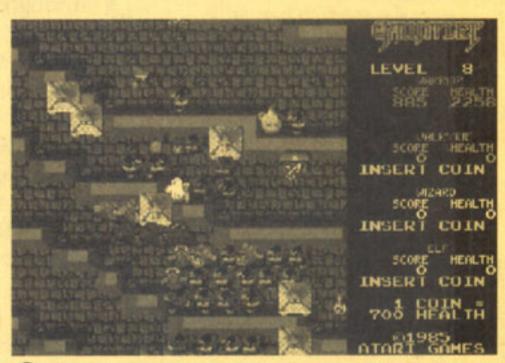




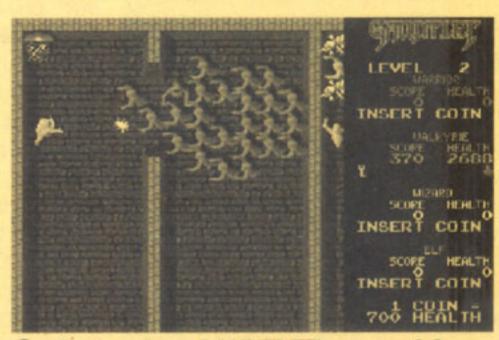


PAPERBOY and 720 were other epochal Atari titles before the rot set in (TOOBIN' anyone?), but my favourite game of the period is definitely GAUNTLET - the first simultaneous four-player arcade game in the world! This stunning maze-based game had definite Dungeons & Dragons overtones with four different classes of character: warrior, elf, wizard and valkrie. This was probably the first videogame ever to feature real teamplay (Megadrive

owners should make a beeline for GAUNTLET IV which featured an RPG-style quest in addition to the basic conversion). Put simply, GAUNTLET was arcade gam-



@ GAUNTLET. Atari's gaming highpoint.



Remember GAUNTLET's speech? "Ed now has temporary repulsiveness!"

ing at its best - probably Atari's highest point before the start of their downfall. Oh well - enough! Dave Kelsall will be back next month with more retro goodies and I haven't got any more space for my planned Capcom bit (with bur-illiant games like BLACK TIGER, COMMANDO and er, VULGUS lined up) but hey - maybe next time eh?

DOJO FREEPLAY CLASSIFIED

P.C.B.S. JUKE BOXES AND ARCADE CABINETS. IF THERES A GAME YOU WANT, TELEPHONE SIMON GREEN ON 0973 720312 OR 0973 721115 FOR MORE DETAILS.

THE EXCELLENT RETROGAMER (NO.11) IS STILL AVAILABLE! INCLUDED IN THIS ISSUE IS A LOAD OF PAC MAN STUFF AND PART TWO OF THE INTELLIVISION PROFILE. AVAILABLE FROM KEITH AINSWORTH, 52 KINGFILED ROAD, ORRELL PARK, LIVERPOOL, L9 3AW. PRICE £1.50.





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I IPS

look into my eyes. Keep looking. Keep looking. Now STOp looking! In those few seconds I transmitted a hidden message into your subconscious. If you now close your eyes you should see nothing. But if you concentrate hard you will hear my voice saying "Get me tips, get me tips, get me tips, get me tips, get me tips."

Now, do as I say. Ya-tah!

PLAYSTATION RAGE RACER

Robert Gaskell from

Harpenden's been working hard to come up with some excellent cheats. His first is for Rage Racer. To get yourself masses of cash, complete all four tracks in all the classes, then after the credits finish go back to Grand Prix mode. Go to class 5 and during the start countdown ("3, 2, 1") pause the game and exit. Now select class 1 and go to car select then car shop. You should have 99999999999!

SOUL BLADE

skirt changes colour.

Robert Gaskell has also pointed out something from Soul Blade that we've never noticed. In arcade mode choose Sophitia and when the game is loading (the Sophitia vs whoever screen) hold

Square+Triangle+Circle until her

......

.....

SEND YOUR TIPS, CHEATS AND PLAYERS GUIDES TO:





37-39 MILLHARBOUR, THE ISLE OF DOGS, LONDON EI4 9TZ If you've got access to Email, send us some cool tips to this address. Otherwise, send them to the address on the left and a real person will bring them to us. Whatever you do, don't rip tips off from internet sites or other magazines because that's what losers do. And losers don't win games.

TIPS.CVG@ECM.EMAP.COM

INTERNATIONAL TRACK AND FIELD

Although it's not of any practical use, you may be interested to hear that **Robert** also knows how to move the on-screen displays. While playing, pause the game and hold

L1+L2+R1+R2+Triangle, then

L1+L2+R1+R2+Triangle, then
press Up or Down to move the displays at the top of the screen. Hold
L1+L2+R1+R2+X, then press Up or
Down to move the bottom displays.

V-RALLY

Some of our tips letters are getting very obscure. This one from Oliver Goldsmith is almost written in shorthand, but see if you can get anything useful out of it. "Tip:- V-Rally '97 found extra car, Toyota Celica, 160mph:-Complete championship on Easy, Medium, Hard, then go to Time Trial, go on first Corsica track on arcade section. Set a lap time of under a minute. On next lap you will spot a little road open on the right side of the track. Go down it and you will see the Toyota Celica floating in the air. You can save it to memory card." Doubleplusgood Oliver.

COOL BOARDERS

Try going to the options screen and pressing the **Select button 40 times**. The announcer's voice should then be higher than usual when you play the game.

......

TIME CRISIS

K. Singh-Rai from Warley has found an interesting little cheat for *Time Crisis*. On the screen where you choose Story of Timed Mode, shoot once on the wall on the far right of the screen. You will then get the Easy Mode with five lives instead of three. Cool – we'd never noticed that.

TIGERSHARK

Toby Hall from Worcester is here to save poor *TigerShark* players from going mad. First up are these level passwords.

2	AKULA
3	PASHA
4	MIRAS
5	NAKAT
6	REZKY
7	TUCHA
8	ZARYA
9	VOSTA

These cheats should be entered as passwords.

KURSK
KIROV
RUBLE
KIEV
MINSK
SNEEG
BUGGY

Invincibility
Infinite ammo
Weapon upgrade
Watch all FMV
Turn off all cheats
Sea Hunter mini game
Play Bug Rider

RELOADED

This is pretty funny. Enter the Health cheat first – Pause the game then hold L1+L2 for 10 seconds. Then, with them still held press Down, Right, Left, Triangle, Right, Down. Now play the game and die so that you turn into a pile of blood and guts on the floor. Then Pause the game again and top up your health with the Health option so that you come back to life... as a pile of blood and guts! Excellent!

FIGHTERS IMPACT

Those who've bought Fighters Impact on import will surely be desperate to know how to play as minature fighters. Here's how – highlight a fighter on the select screen, hold Down+X+C then press Start.

So simple, yet so fun.

THE CROW: CITY OF ANGELS

A gaggle of cheat passwords for you to enter, some of which make the game quite funny.

Skinny Mode Long Neck Mode Debug Mode FMV Viewer

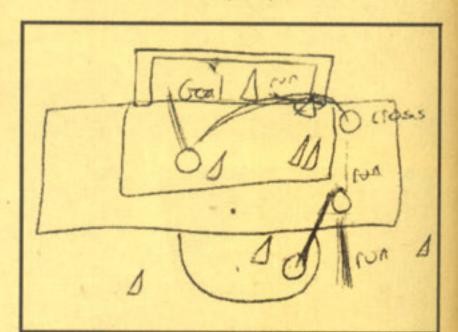
TTXSCCSXTT XCTCSSTCXC SXSCTTCSXS TTCCCCCCTT

INTERNATIONAL SUPERSTAR SOCCER PRO

their name sent this diagram to explain their guaranteed way of scoring at ISS Pro. "All you need to do is through-ball it to the edge of the six yard box, run to the byline, cross and you have an open goal waiting.

Important: Do 4-3-3."

Thanks, rather stupid person.



SATURN MARVEL SUPER HEROES

Everyone who's bought this amazing game will be bursting to know how to play as Dr Doom and Thanos. Here are not only those cheats, but also one to play as Anita, the small girl who follows Donovan around in *Night Warriors*!

The first thing you need to do is complete the game on the default difficulty setting without losing a continue. After the credits have finished, go to the character select screen and enter one of these codes.

For Dr Doom, press Down, Down, then press and hold A, B, then C quickly. Victor Von Doom can do all the moves he does against you in the game.

For Thanos, press Up, Up, then press and hold Z, Y, then X quickly. Thanos can do a different Infinity move for each Infinity Gem.

For Anita, press Up, Right, Down, Left, Up, Right, Down, Left, then hold Up. While holding Up press and hold X, Y, then Z quickly and

your picture should turn to Anita. She has a miniature version of Donovan's sword floating behind her



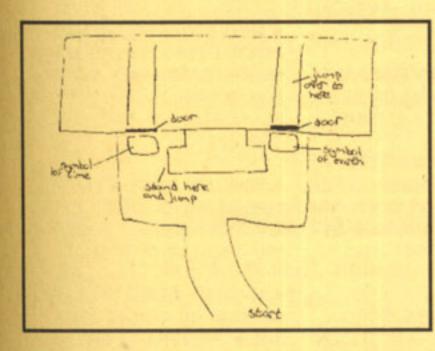


O Anita's so tough that she can destroy even Dr Doom with ease!

which she commands to hit her enemy. She has similar moves to Donovan, with his special attack (reverse Dragon Punch motion and punch) which calls upon either Akuma (Gouki) or Hsien-Ko (Lei-Lei) to hit the enemy! Her Infinity Attack fires off loads of dolls heads and can hit up to 100 times! Awesomely awesome! Paul nearly exploded when he saw this hidden character!

EXHUMED

Danny Batley from Rochdale has figured out how to get two of the Symbols easily on the Sobek Mountain Shrine level. "Right at the start of the level, go towards the first door and kill the two Anubis Guards and the spiders then turn left and look up and you will see a ledge with the Symbol of Time on it. Now face the sloped column and jump while walking forward. You should end up high in the air and when you get to the peak of your jump press the Left Strafe button and you should now end up on the platform with the Symbol of Time on it. Now go through the door and kill the guards, and on the opposite side you will see a platform. Jump over to it, go through the door and get the Symbol of Earth. Simple!"



WARCRAFT 2

While playing a game, press the Start button and go to the Enter Password screen.

Enter any of these codes with the C button to get cheat effects.

Invincibility

Level skip

TSGDDYTD NTTHCLNS GLTTRNG

DCKMT VRYLTTL

NSCRN **MKTS HTCHT** NTPRF **NVRWNNR**

NGLS

YPTFLWRM

10000 gold, 5000 lumber, 5000 oil All upgrades All spells and mana restore All map Fast building Fast lumber harvest THRCNBNLYN Quick ending Laser display Remove victory sequence Disable magical traps Instant defeat

PC CD-ROM

MDK

These cheats from someone who forgot their name can only be used once per level. Just type in the code for whichever item you want.

HEALME **INEEDABIGGUN TORNADOAWAY** HOLOKURTISFUN **OLIKETOLOB NASTYSHOTTHANKS** Homing sniper

100% health Gun power-up Twister Decoy Mortar grenade

RELOADED

To select the hidden character, Fwank, use this cheat from "Mr Blood Child". On the character select screen, press Caps Lock then type ILOVEMYTEDDY. As with the PlayStation version, a balloon should float onto the screen and cover Sister Magpie's picture. Select her and you'll get Fwank.

NINTENDO 64

STAR WARS: SHADOWS OF THE EMPIRE

Some excellent cheats which make Shadows far more fun!

First off, start a new game and enter your name as " Wampa Stompa", making sure you use capital letters at the start of each word with one space before "Wampa" and two before "Stompa".

Once you've done that, you can take control of certain enemy vehicles during the game! For example, to control the AT-ST on the Battle Of Hoth stage play until they appear. Now press Left on the cross-key (on the left of the N64 controller) and the **C-Right** button at the same time, then press **Up** (also on the cross-key). If you now flick through the game views with the C-Right button you should find one over the top of the AT-ST. Use the cross-key to steer with Up to fire.

You can take control of any enemy in the first-person Doom-style levels in a similar way. Press Right on the cross-key and C-Right at the same time, then press Up. Switch through the views with C-Right until you find the new character.

You may know that you can fly as the X-Wing and TIE Fighter if you collect all of the challenge points, but it's also possible by cheating! While playing, hold Left on the cross-key as well as C-Left, C-Down, C-Right, L, R and Z. With all of these held, press Up or Down on the 3D Stick to change into different ships!

WAVE RACE 64 Will Powell from Tenterden in

Kent reckons he knows how to avoid losing loads of time when you fall off your ride. If you get half knocked off so that your feet are dangling in the water, pause the game as soon as

you can. Leave it paused for about two seconds and unpause. You should be standing up on your bike with little or no speed loss. Cool.

.....

MARIO KART 64

Here's William Butters from Cheshire's short cut for Choco Mountain. "It takes roughly 20 seconds off your normal time. The short cut is at the first bump after the 'falling rocks' sign. As you approach it you should be able to see the Nintendo sign on the slope to the left. Drive over the bump and continue until you get to the grey rocks on the left hand side. Quickly turn around and the Nintendo sign should now be to your right. Drive close to the red rock on your left. Just before you have passed the beginning of the bump, turn to the right and use a mushroom to fire yourself at the rock with the Nintendo sign. Press the R Button just before the rock face to get as much height as possible. You should hit the rock slightly to the right of the bump's flat highest point. If you pull this off you'll hit the rock face and fly over it, landing with a 'pomph' on the other side having cut a fair portion of the track out. Now you can drive along the straight and finish the lap. Parts of the clff don't let you hit it and you will tumble to the ground so timing and accuracy are important." Hope you got all that.

Richard Spencer from

Carmarthenshire, SW Wales has a Mario Kart 64 short cut of his own to share with you all. On the Kalimari Desert track where the train crosses the track for the first time, turn left down the tunnel and turn back onto the track at the second crossing place. If you don't you will not be counted as completing that lap and will end up in 8th place. If you drive on the track you will get a faster lap time, and if you happen to be caught in the tricky situation of the train coming towards you tuck in as close to the wall as you can and the train will pass without hitting you. Cheers Richard.

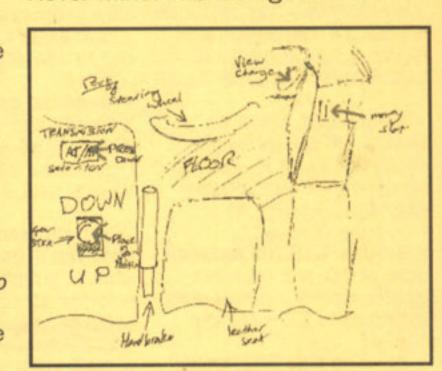
Or you could try Matthew Swift from Birmingham's variation on the Kalimari Desert short cut. Turn left down the first crossing along the train track, but make sure you have a red shell with you. As you exit the tunnel, start braking and fire your red shell straight down the track. Reverse, turning right as it circles and comes back towards you. The shell should come to a rest next to the fence six posts down from the tunnel. Accelerate straight at the shell, making sure you are 90 degrees from the fence and hop onto the shell. The explosion should blow you over the fence and leave you ahead of the other players. Is it really worth all this effort? See what you reckon.

We've got another small tip, this time from Robert McMahon from Upper Norwood. He explains how to do a super jump, though it takes a bit of practice. "At the start of the race, get a turbo start and head for the character in front of you. Just before you hit them press jump and you should land on their head, then press jump again quickly. This will launch you high in the air, even sometimes off the top of the screen (you get a good view of the track!). You will then land on the track way ahead of the pack! You can use this trick during the race if you get any turbos. Also it allows you to take short cuts, for example on Wario's Stadium, when you jump off the character hold Left and you can clear the wall easily."

And as an added bonus, Robert included this tip as well. "Also, after going over a jump or ramp and hitting a bank, press brake as you hit and you will drop straight back onto the track. You can then carry on racing instead of tumbling down the bank and stopping."

GTI CLUB RALLY

Brian Walker from Aberdeen has found a cheat for GTI Club Rally which lets you play as the Alsatian dog which barks when you go past! Before putting your money in, use the back of your wrist to hold the gear change in the Up position while holding the transmission select button with your fingers. Now insert your money, select your mode of play and car while still holding everything. Don't let go until the voice says "Go!" to start the race. In easy mode everyone plays as dogs, while in medium it's just you. Poor old Brian says he doesn't know about hard mode because he ran out of money playing Scud Race and couldn't afford to find out. Never mind. Thanks again Brian!



This is how Brian from Aberdeen views GTI Club Rally.

HOUSE OF THE DEAD

Richard James Pheby from Southampton sent this mysterious tip which may be of use to you if you can decypher its true meaning. "Rescue all hostages you come across and enter a blue bonus room on last chapter on House Of The Dead." Who knows?

WE'RE STUCK!

Dear CVG.

Please could you answer my questions. I would be very, very, very, very happy if you did. Thanks. 1. On Super Mario 64, could you please tell me how to do Snowman's Lost His Head on level 4? (Star 5) 2. On level 6 could you please tell me how to do A-maze-ing Emergency Exit (Star 5)

3. On level 3 could you please tell me

how to do Blast To The Stone Pillar

Thanks

(also Star 5)

CVG: 1. Go to the top of the mountain and you'll find a big snowball on a wooden ledge. Talk to it, then race along the slide to the head at the bottom, making sure you beat the snowball down. Wait by the head and the snowball should hit it and make the snowman's body. 2. Look at the map on the wall before entering the maze, and head for the ledge marked with a blue circle. Go through the door you find and swing along the ceiling to the star. 3. Get in the cannon (after talking to the little pink guy) and fire yourself onto one of the tall spikes poking out of the water. Don't aim too low or Mario won't be able to hang on. Climb

to the top and jump your way along

onto the ledge with the star.

PREPLAY

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aunched last month, we knew this page would be a smash-hit. Your I chance to tell the World your game idea and, by publishing it, copyrighting the concept to you in the process. With the pressure of magazine deadlines though, you've yet to know about Melting Pot as we put this month's section together. Still, office contributions have been overwhelming. So here's a few more of our own ideas, now with added ratings. Plus one from Norway about... Worms. Grief.

POINTER

RADDOCK

hurricanes.

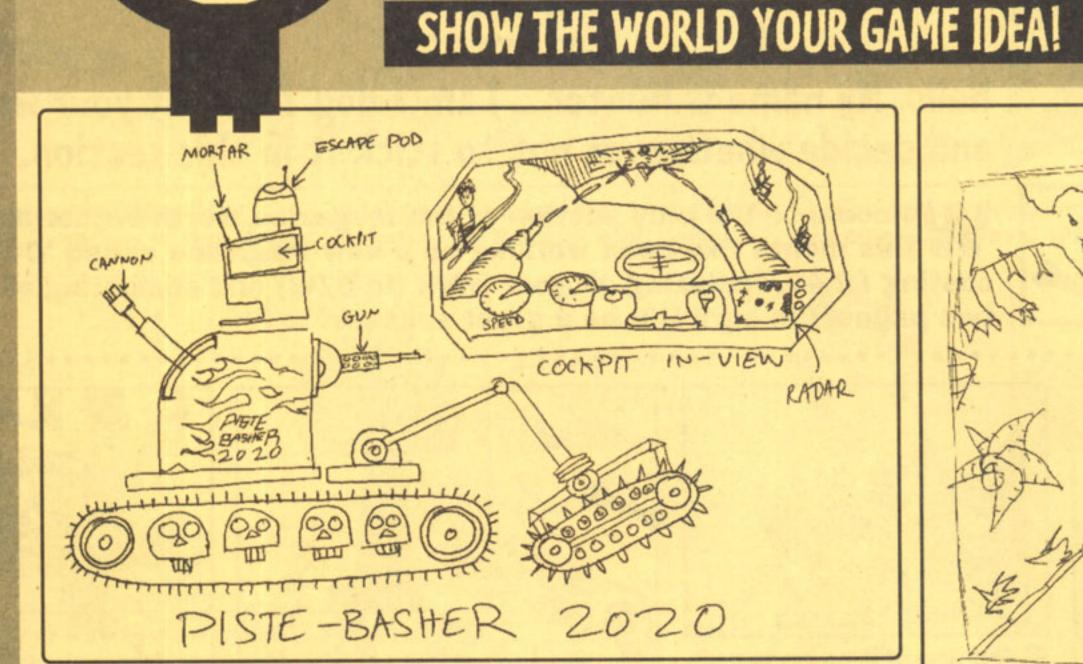
YOUR

RESEARCH SUB-GAME.

PARK

SATELITIE

WEATHER REPORT



PISTE-BASHER 2020

© Tom Cox. NSD **Productions.**

The game is set in the year 2020. The World is in ruins after the 4th World War. Global Warning has melted all the ice on the poles, but now it has strangely all turned to snow!

The Globe is now divided into territories controlled by fearsome warriors adept at snowboarding, skiing and ice-skating. You are a rookie piste-basher pilot in training for front-line action. Suddenly, the iceworld peace conference is attacked by primitive wookie snowmen and the World is yet again at war. Your

task is to eliminate any enemy tribesmen on skis, but to avoid your own people.

Your view is from the cockpit of a piste-basher. You can control the speed and direction of the vehicle, also the aiming and selection of guns. There are five missions to complete. At the beginning of each mission you're randomly placed in the battle arena. Using the radar, you travel up and down the hilly terrain trying to pick off skiers as they rush past you. When all the enemy skiers are dead you are transferred to the next level.



CYBERWORMS 3D

© Bug & Bull. Finnsnes Norway. Me and my friend (my friend and I.

Grammar! - CVG) have an idea for a new worms game. We call it



CyberWorms 3D. The story goes like this: After an epic battle the worms almost died. However, with new technology they were refitted with mechani-

cal parts returning them to battle as cyborgs. The entire game is 3D, with all the old weapons and some new ones like a laser, rocket pack, flame-thrower, and a tank that will be placed at a random position in each round. You can enter the worms like in Dungeon Keeper and get a better aim, distance to target, etc.





JURASSIC THEMEPARK

© Tom Guise. My game is based on Bullfrog's popular Themepark game, only this one is filled with the greatest attractions ever - dinosaurs! Starting with your island, you have to build research labs to produce dino DNA. This process isn't automatic. You have to discover different species yourself in a Rubik style sub-game (there are 20 types of dino to discover!). With your first beasties growing, you have to build the park mow out paddocks, build fences, the visitors' centre, get jeeps, employees, goats etc. When the park opens, you can ship in punters to go on the tour. This is where the fun really kicks in! Aside from all the usual management stuff (cleaning toilets, adding salt to the chips), you also face disasters. Watch the satellite weather map for

These can rip down fencesfreeing the monsters to feast on people! Employing hunters and repairing fences can nip this in the bud, but if things get too wild (and the raptors get free), you have to get out! The game then switches to Cannon Fodder-style controls, as you lead humans toward the emergency helipad beyond the grasslands, pterodactyl aviary and volcanic plains! A network option would allow you to send poachers into other players' parks to sabotage their fences and steal their new species. I seriously want to make this game, so Bullfrog, give us a job!

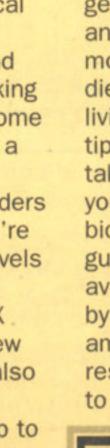
PIZZA BOY Vs. the LIVING DEAD

©Alex Huhtala & ΩGamez

This should have been the true sequel to Paper Boy, Instead of the rehash we were given all those years ago. In Pizza Boy, like the original, you must please the local neighbourhood, but this time by delivering pizzas. At the start and between each level you are working in the pizza parlour, as orders come in you must make the pizzas, in a dough-based reworking of Burgertime Deluxe. Once five orders have been taken and made, you're off delivering. On subsequent levels there's an increasing amount of pizzas to deliver. The trusty BMX has been replaced by a shiny new mountain bike, but later levels also see you on roller blades and a skateboard. Working your way up to every pizza boy's dream ride - a scooter. Riding up the street, you must throw pizzas onto the

doorsteps of customers. Hazards to look out for are fireworks, leaking fire hydrants, dogs, tramps, and hordes of the LIVING DEAD! Residents have been trapped in their homes by the marauding zombies, and you must ensure they get their daily pizza. Miss a delivery and on the next level there will be more zombies, as the residents will die of starvation and turn into the living dead. Complete a level and tips from the successful deliveries take you to an item shop, where you can buy weapons for your bicycle. Rocket Launchers, machine guns, glocks and smart bombs are available. Bonus points are scored by destroying zombies. Run out of ammunition and you'll have to resort to wheely-ing the zombies to death.







drahinz

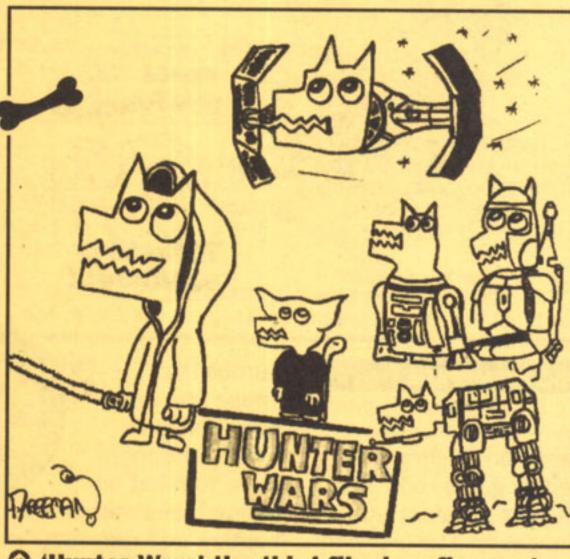
Hello. My name is Hunter.... I am a dog. I look at your work and decide whether or not to stick it in this section.

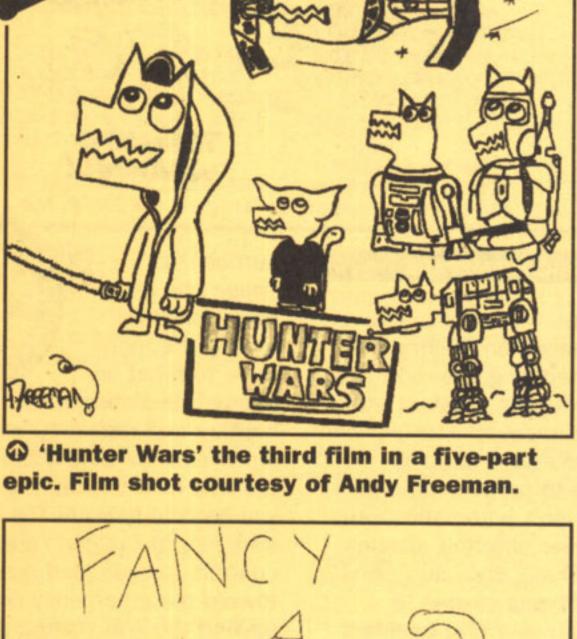
A elcome to the only section of the magazine worth bothering with. This month I've been working on a new magazine called 'DWYD', costing £2.49, featuring all your work (in B/W) and consisting of just two pages, I'm sure it'll be a great success!



Pictures wot have been traced or copied or knocked up in 5 minutes get a turd. DON'T DO IT!

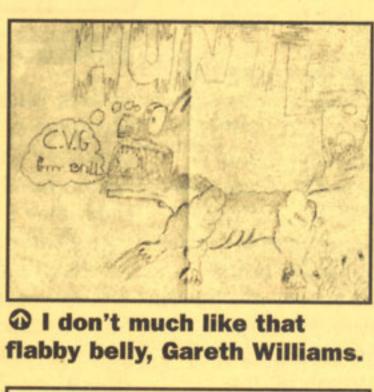
Originality, creativity, style, fun, and not copied straight off another magazine. DO IT MORE!





Tamagotchis aren't

violent. Are they Aaron Roberts?



The God of Drawinz as well,

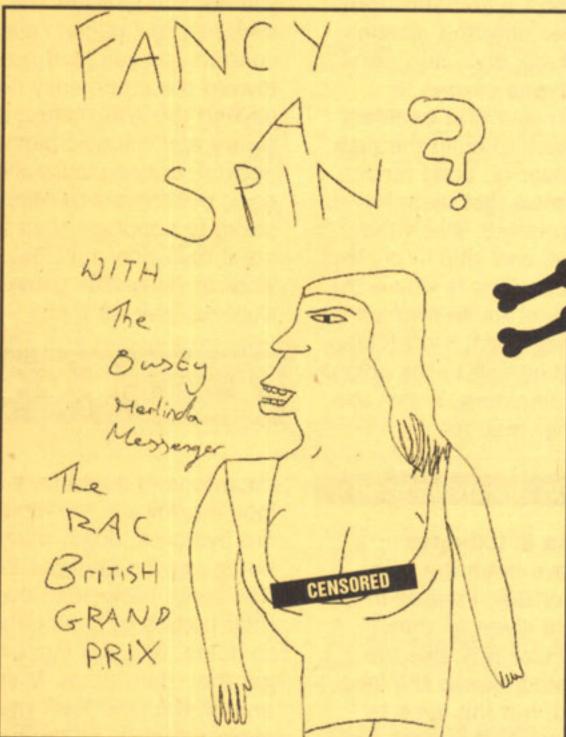
thanks Heather McKenna.



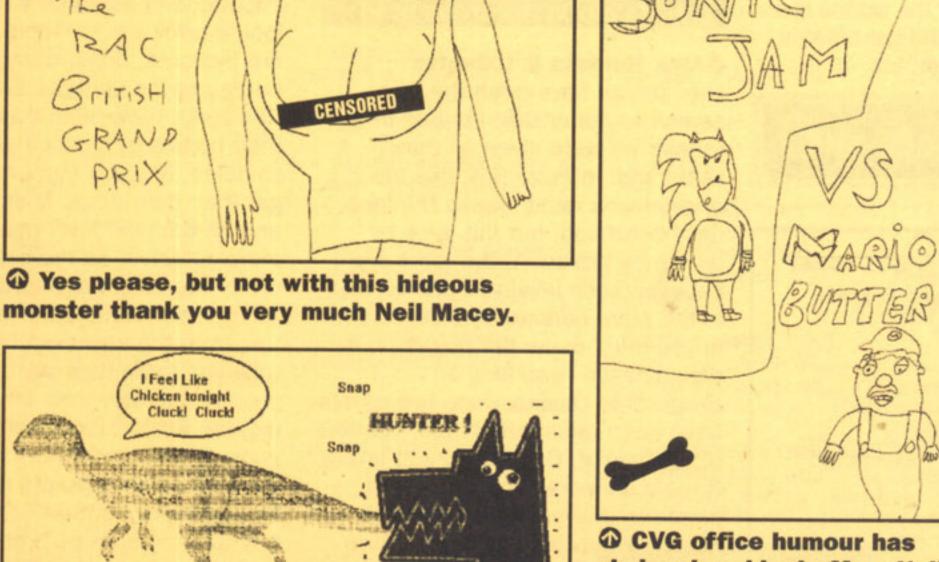
No more reservation art from our regular illustrator-guru Carl White, we have Riad Uddin. Hooray!



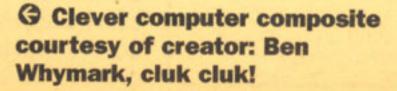
@ Ed Lomas is a star! That's a fact. He is also naked. Adam Baxter.

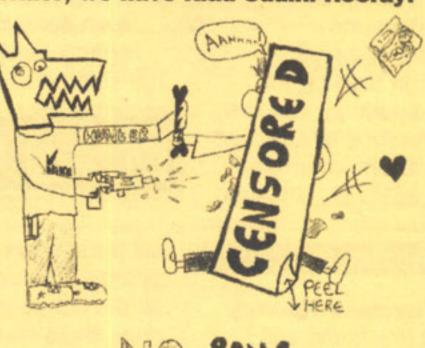


monster thank you very much Neil Macey.



obviously rubbed off on Neil Macey. Thanks your work.





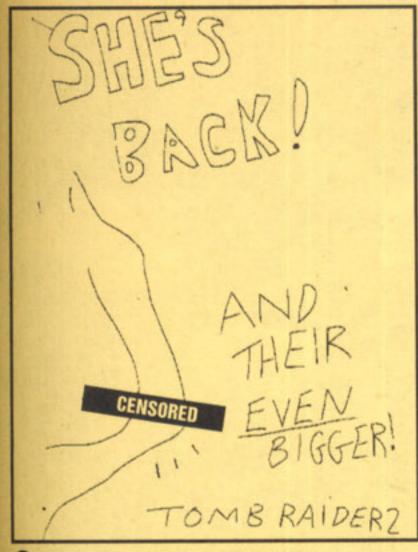
NO WAY ? More violence than the rest! Thanks to guys like Adam Petruczok.



 Ahh...the lovely Felcia. Relaxing after a hard days scrapping. Sarah Carby.



Hunta la vista, baby! I love the 'kill worms' gun and the skulls in this picture. Nice work Aron Glasser, you are cool.



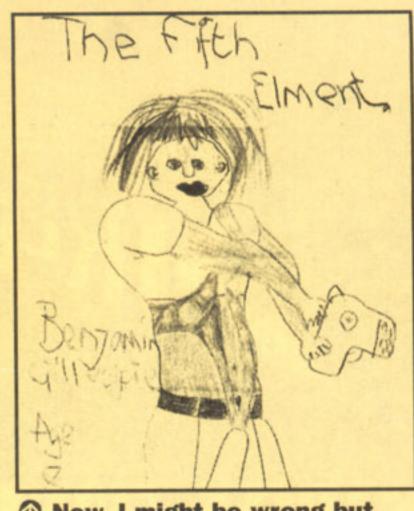
O Nice piece of official Core advertising courtesy of Neil Macey.



Wampire Saviour. One of the 1998 releases on Saturn? Alex Bailey.



O Nice original idea. One of many this month. Ta David Walmsley.

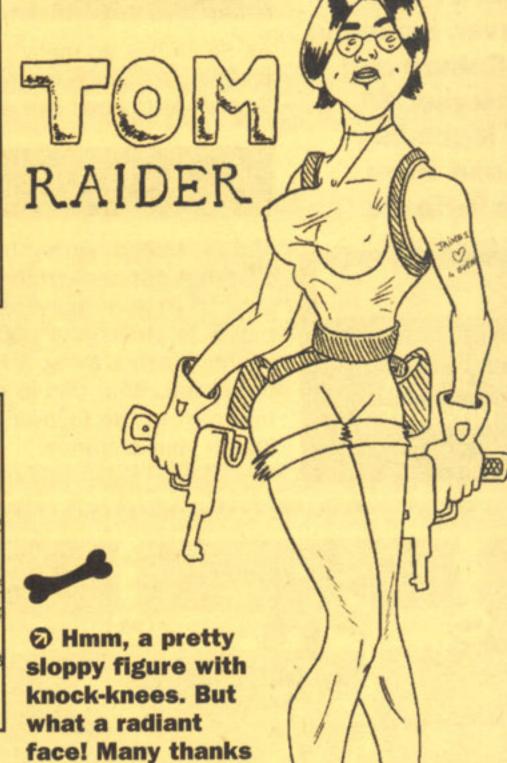


Now, I might be wrong but this looks like a drawing from someone older than 8 yrs old. Correct me if I'm wrong Ben!



@ 'Outta ma way zombie scum!' I personally wouldn't give a warning! Thanks Richard Ewins.





to David Barry.

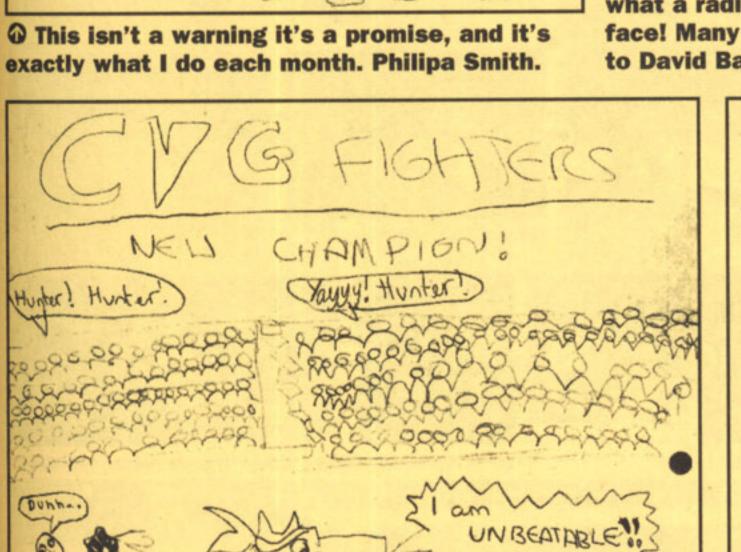


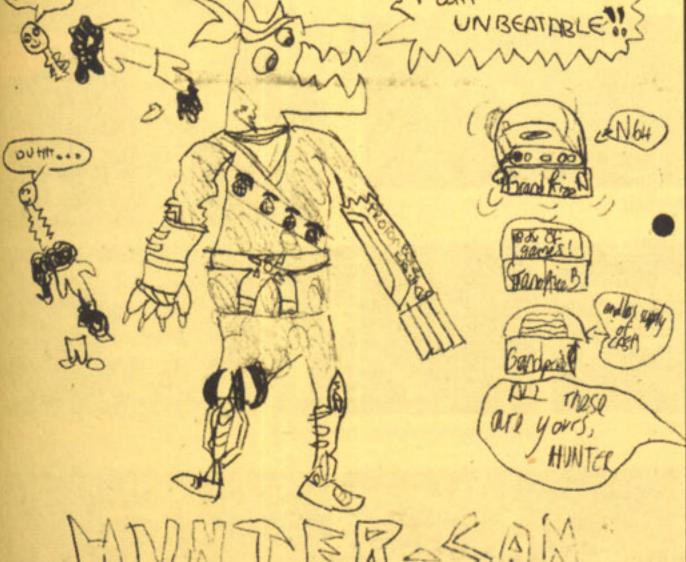
1 How about some art for Parappa 2.

B.B.B.S



O Nice original artwork from Michael Watson.

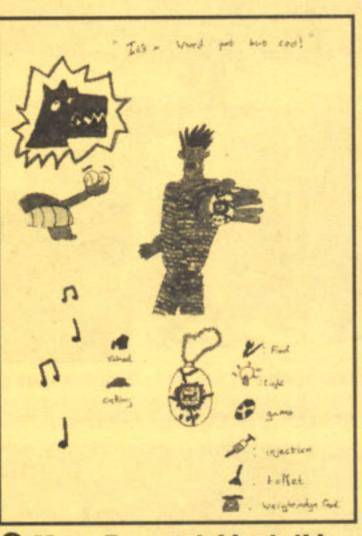




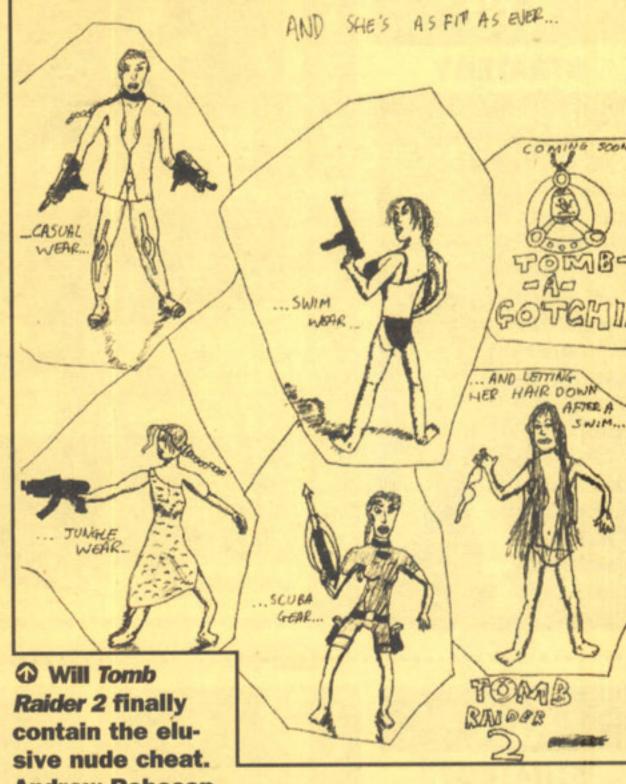
Another self-gratifying picture of me, this time in my casual fighting gear. Paul Morr is the one to thank for this.

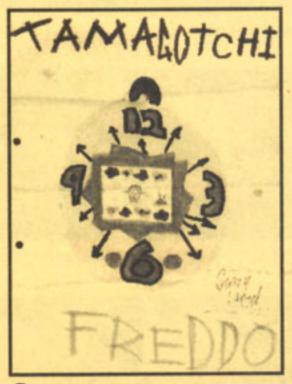


More Tamagotchi art, this one from Sir Nonamebacckon.



Andrew Robeson hopes so.





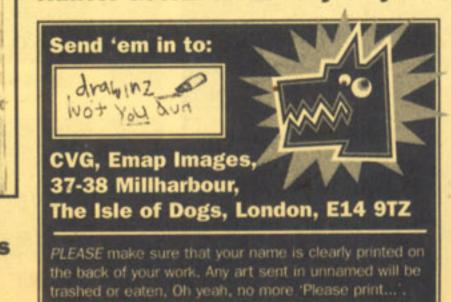
One of many pieces of Tamagotchi artwork this month. This one from Gary Lloyd. Great!



@ Res' Evil certainly is a popular game. It's got blood and everything. Gregory Cronin.



O I had to squeeze this one in. **Hunter-Gotchi from Gary Lloyd.**



FREEPLA

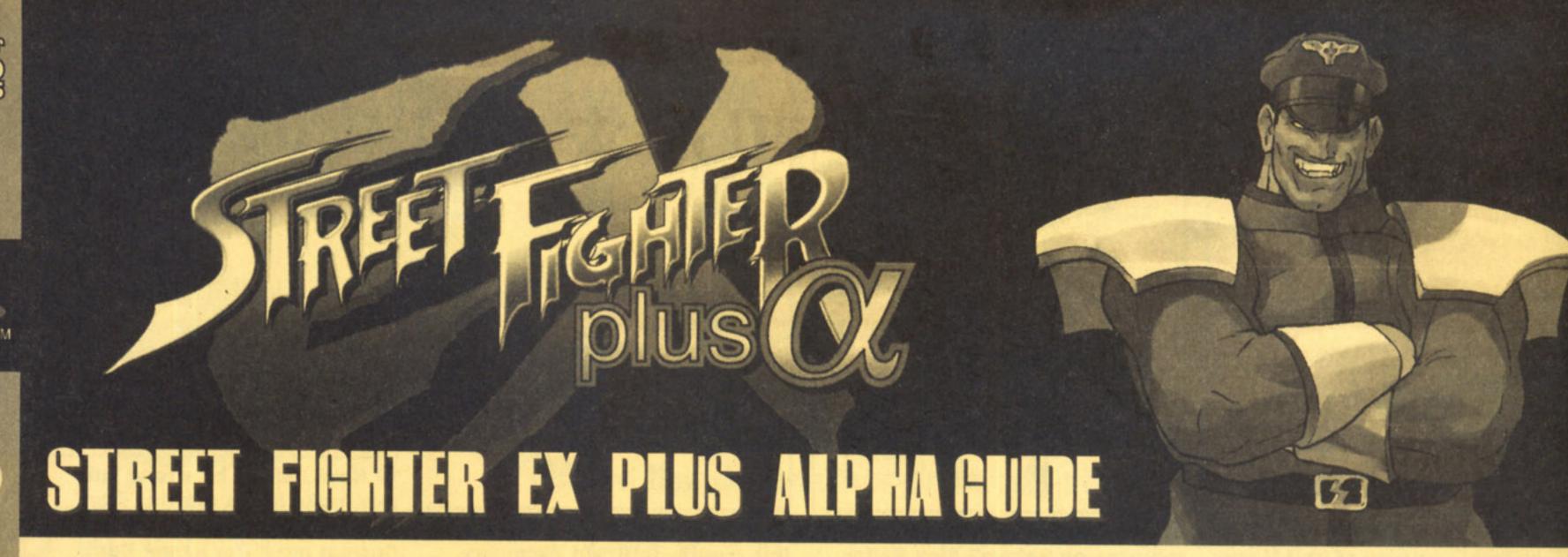












treet Fighter EX Plus Alpha is one of the best arcade to home conversions of all time. Every minute detail has been being ported over, including all 21 characters plus PlayStation originals, Sakura and Dhalsim. Having spent the past few weeks playing SF EX, what better game could there be for the legendary CVG play guide treatment? Besides, we can use more characters than just Ryu and Ken. Akuma for instance.

KEY

- PUNCH
- KICK
- **AWAY**
- - **QCA QUARTER CIRCLE AWAY HCT - HALF CIRCLE TOWARDS**

QUARTER CIRCLE TOWARDS

T - TOWARDS

CHARACTER OVERLOAD

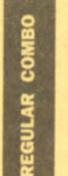
As SF EX has so many characters, it isn't possible to fit all 23 fighters into one player's guide, so we've taken the most popular characters used in English AND Japanese arcades and broken them down for you.

RANGE

The jumping range system in EX is similar to SF3 (but different from Alpha's), so if you jump in from a near position it's best to use a punch to strike your opponent. If you're slightly further away, a flying kick does a better job. Bear this in mind and alter the first part of the following combos depending on your distance.

STRATEGY

As Super Combos aren't that effective in chiselling away an opponent's energy in EX, Ryu now plays more like the SF3 version than the Alpha series edition. Play conservatively and when there's an opening, punish your opponent with your most damaging





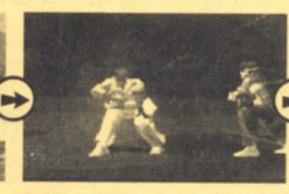








FIREBALL





JUMPING STRONG PUNCH MEDIUM SWEEP FIREBALL







MEDIUM SWEEP





SUPER FIREBALL (QCT X2+P)

combo.

STRATEGY

Ken also handles differently now, as his Dragon Punch is toned down and now ineffective against jumping opponents. Ken's Super Cancels are much easier to perform than Ryu's something to take advantage of. Don't feel demoralised if your Super Combo misses, as punishing falling opponents is far more difficult in EX. Unless your opponent has an aerial

Super Combo, that is.







JUMPING STRONG PUNCH

MEDIUM SWEEP

FIREBALL











JUMPING STRONG PUNCH

MEDIUM SWEEP

FIREBALL

SUPER DRAGON PUNCH (QCT X2+P) .







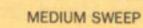


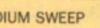


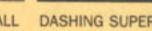




JUMPING STRONG PUNCH

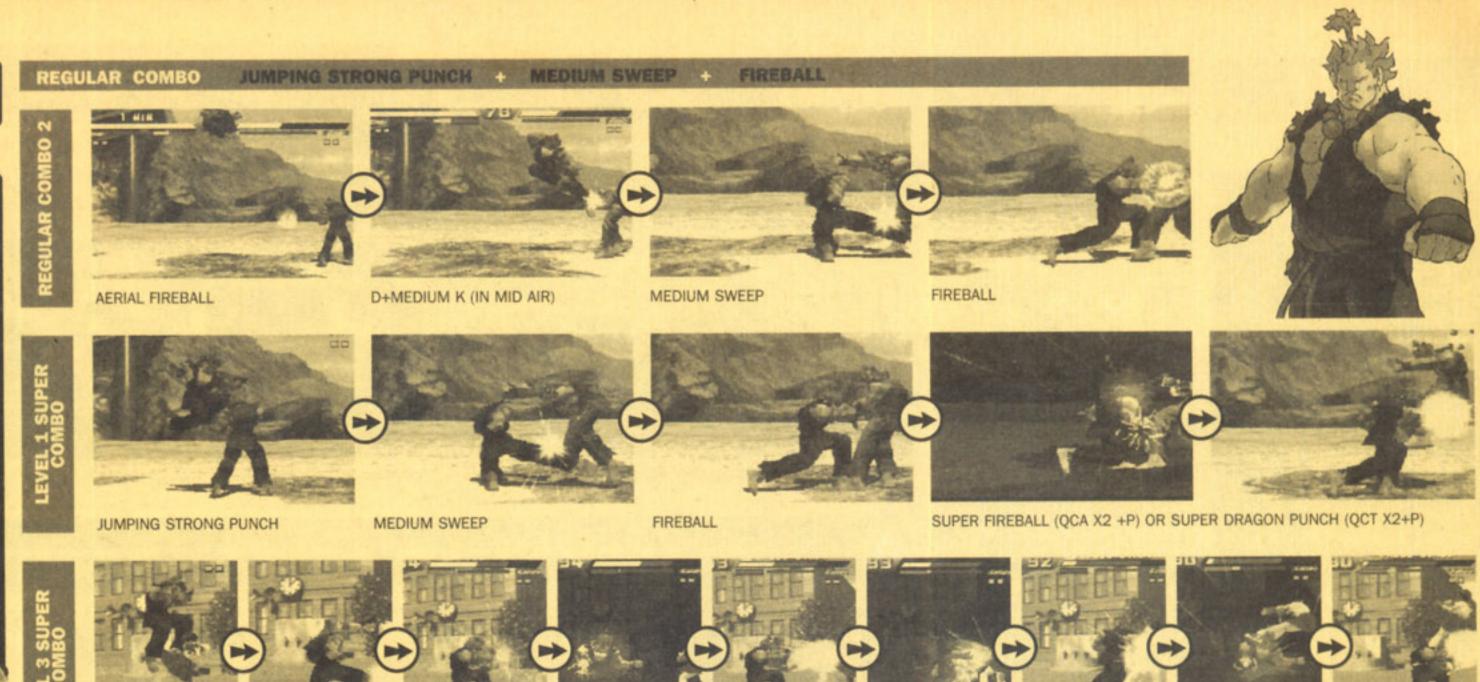






FIREBALL DASHING SUPER DRAGON PUNCH (QCT X2+P) SUPER DRAGON PUNCH (QCT X2+K)

GUARD BREAK (STRONG P+K)





LEVEL 3 SUPER COMBO

STRATEGY

Allen shares the same moves as Ryu in that he has a fireball and a Dragon punch. However, he also has another special move that really sets him apart - the Justice Fist. The Justice Fist when used in a combo can be truly devastating, but should you miss, the recovery time is painfully long.





SUPER FIREBALL (QCA X2+P)

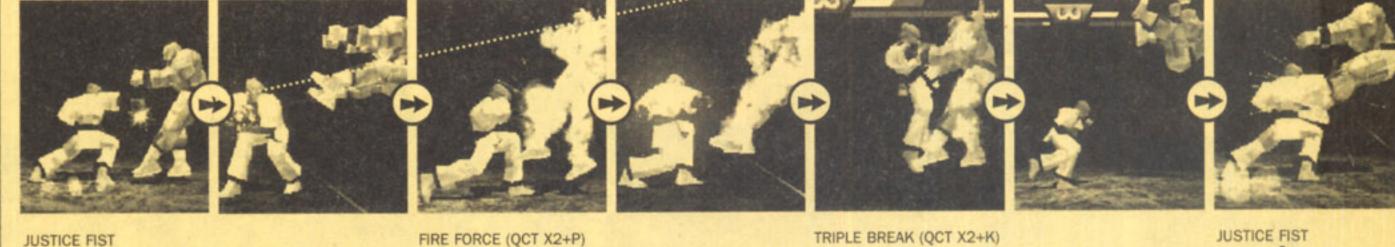
→ MESATU GOHADO (QCA X2+P) → SUPER DRAGON (QCT X2+P)

AERIAL SUPER FIREBALL (QCT X2+P IN MID-AIR) + D+MEDIUM K (IN MID-AIR)

LEVEL 3 SUPER COMBO JUMPING STRONG PUNCH + MEDIUM SWEEP + FIREBALL + FIRE FORCE (QCT X2+P) TRIPLE BREAK (QCT X2+K) FIRE FORCE (QCT X2+P)

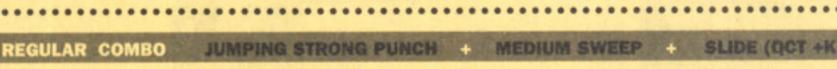
Perhaps the most awe-inspiring combo in the game and definitely does the most damage (drains 1 full energy bar!). Even though the combo uses up 4 gauge bars, it is possible as the Super Combo gauge refills 1 full block during the combo! The key lies in timing the second Justice Fist to hit your opponent as they fall from the Triple Break.

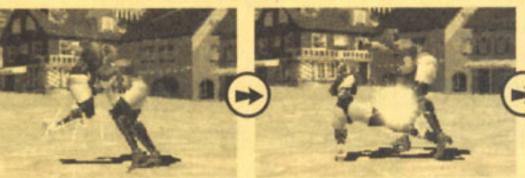




STRATEGY

One of the more accessible characters in the game. Blair's primary attack is her sliding throw, which can also be used to avoid projectile attacks (her slide can even be performed after you see the projectile launch and is guaranteed to hit your assailant). Her Level 3 Super Combos are very easy to do, but to get the best results, wait until the last strike of each Super Combo before Super Cancelling into the next.













SUPER DRAGON PUNCH (QCT X2+P) SUPER FIREBALL (QCA X2+P)

MEDIUM SWEEP HADOKEN

JUMPING STRONG PUNCH

MEDIUM SWEEP

SHOOT KICK (QCA +K)

SPIN SIDE SHOT (QCT X2+K)







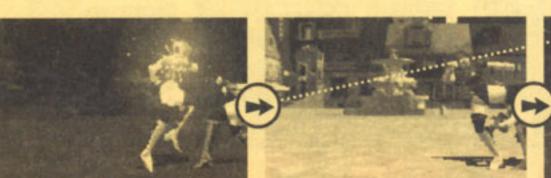


JUMPING STRONG PUNCH

MEDIUM SWEEP

SHOOT KICK (QCA +K)

SPIN SIDE SHOT (QCT X2+K)









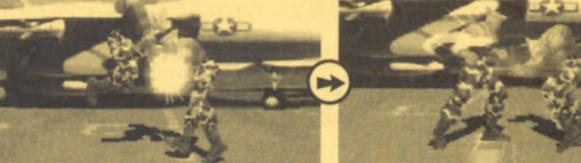
SPIN SIDE SHOT (QCT X2+K)

PlayStatio

FIGHTR

STRATEGY

Guile remains pretty much unchanged since his last outing in SSF Turbo, with the exception of his Super Combos. As his Sonic Boom is fast to launch and has very little recovery time, use it very often. However his dreaded medium sweep has been shortened so the usual sweep/Sonic Boom/Somersault tactic is not as effective in EX. Still a very good choice.







SONIC BOOM



SONIC BOOM . OPENING GAMBIT (CHARGE A, T, A, T+P)

JUMPING STRONG PUNCH MEDIUM CROUCHING PUNCH

JUMPING STRONG PUNCH MEDIUM CROUCHING PUNCH OPENING GAMBIT (CHARGE A, T, A, T+P)

DOUBLE SOMERSAULT KICK (CHARGE D+A, D+T, D+A, U+T+K)

MEDIUM SWEEP

STRATEGY

Though he shares moves similar to Ken. our D.Dark has a different style from the Burning Red all together. By using the Dark Wire in conjunction with the EXplosive, D.Dark can be a very tricky customer to attack effectively.





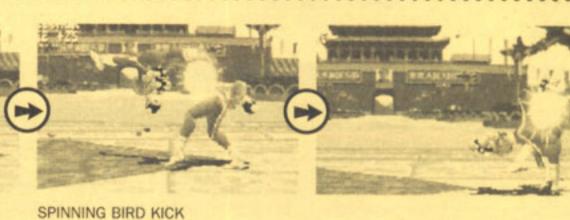
MEDIUM CROUCHING PUNCH

STRATEGY

What Chun Li lacks in effective 2-in-1 special moves, she makes up for in speed and air superiority. As in SF2 she has phenomenal jump power and this is the way to find a gap in your opponent's defence. But you must learn the range and limits of her jumps, otherwise Chun Li will be a sitting duck for any character with a Dragon Punch-like move.



JUMPING STRONG PUNCH MEDIUM SWEEP



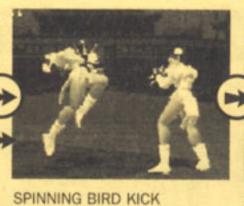
WHEN OPPONENT STEPS ON THE MINE, DARK WIRE (QCT+P) DARK SPARK (WHILE THE WIRE IS STILL ATTACHED TO YOUR OPPONENT, P DARK SHACKLE (QCT X2+K)



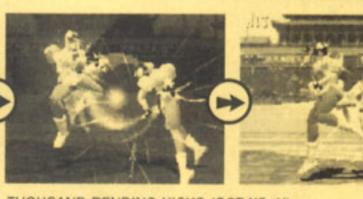
LEVEL 3 SUPER COMBO

JUMPING STRONG PUNCH





SUPER FIREBALL (QCT X2+P)



THOUSAND RENDING KICKS (QCT X2+K)

STRATEGY

Though C Jack has the same charge style special moves, the timing for his 2-in-1s are very different. By delaying the awaytowards motion for a fraction of a second, his specials should combine with regular attacks for a 2-in-1. But the Super Cancelling requires the lighting fast thumb slides of Guile's Super Combos. Doh!







DASHING STRAIGHT (CHARGE AWAY, TOWARDS+P)

LEVEL 3 SUPER COMBO GUARD BREAK (STRONG P+K) JUMPING PUNCH + MEDIUM PUNCH + DASHING STRAIGHT (CHARGE AWAY, TOWARDS+P

* CRAZY JACK (CHARGE A, T, A, T+P) + HOMERUN HERO (QCA X2+P) + BATTING HERO (HCT)

STRATEGY

Kairi is very similar to

Ryu/Ken and all their regular combos are possible as well as Ryu's Level 1 Super Combo. Where he differs however, is when the SC gauge is stocked to the max and Kairi can use his most damaging combo. Similarities to Ryu aside, Kairi is definitely worth learning as his Super Cancelling action is top class.











JUMPING STRONG PUNCH

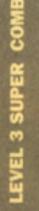
HADOKEN

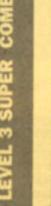
AERIAL FIREBALL (QCA X2+P)



SUPER FIREBALL IN MID AIR (QCT X2+P)

DIVING KICK (QCT X2+K)







Not so much secret characters as they are immediately selectable, Gouki and Garuda will come into the game and challenge you should you do the following.

GOUKI

The original secret challenger from SSF Turbo, Gouki makes his usual dramatic entrance by Fire Crackering Vega at the beginning of the round. As long as you don't lose a round up to the ninth fight, Gouki should be your 10th opponent. But unlike SSF Turbo, EX Gouki is far easier to beat and he doesn't always punish mistakes.

GARUDA

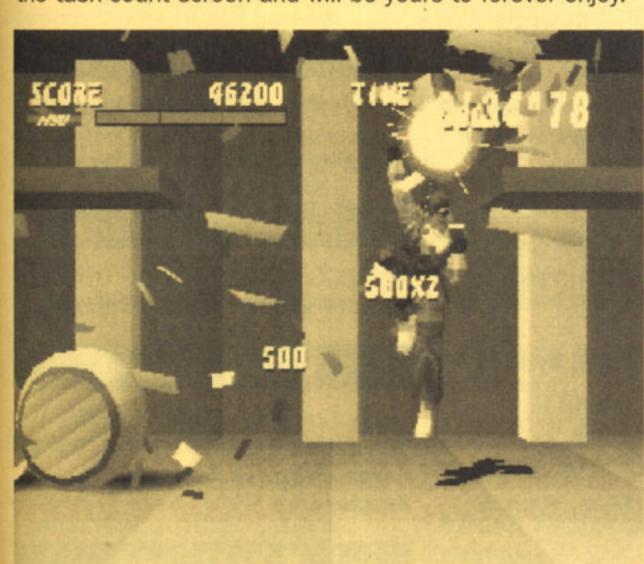
Garuda is much harder to lure into combat as his requirements are many.

- 1. You must achieve 2 Perfect finishes.
- 2. Finish 3 rounds with Super Combo finishes.
- 3. You must do at least a Level 3 Super Combo during the game.
- 4. Do at least a combo of 8 hits (12 hits with Chun Li) 3 times during the game.
- 5. All this has to be done in one credit.

A much tougher customer than Gouki, patience and perfection is what you need to beat Garuda. Just don't try anything fancy!

THE SF2 BARREL-BREAKING BONUS STAGE

The beloved Barrel Bonus Stage is back in glorious 3D!!! Sounds too good to be true? Complete all of the Expert Practice Mode tasks and the Barrel Stage will appear on the task count screen and will be yours to forever enjoy.



© Destroy every single one of the barrels that rolls on to get a "perfect". Plus a special reward!



© See if you can work out how to get a perfect 10 out of 10 score with Skullo's gymnastic display.

SKULLOMANIA FAN CLUB

Gouki and Garuda maybe the secret boss characters of the game, but Skullomania wins hands down when it comes to in-game secrets.

UNITED COLOURS OF SKULLOMANIA

While all the other characters in the game have a choice of 3 different colours, Skullo has 6 for the player to choose from. Each of the 6 attack buttons has a different colour assigned to it.

FIRE CRACKER VARIATIONS

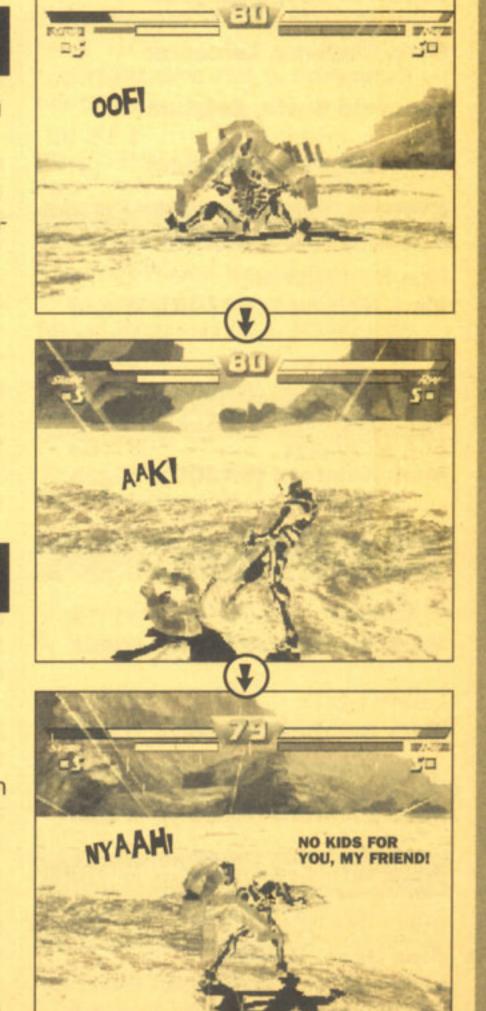
If you think Gouki's Fire Cracker was cool, wait until you see Skullo's two different Fire Cracker variations.

To see his first variation, enter the FC command as usual and when his body flashes blue, hold down weak punch, medium kick and down. Keep them held throughout his FC routine.

For the second, begin the FC as the other variation, but when the screen changes to the actual FC, with weak punch and medium kick held down, press left, right, right, down, left. Try to press each D-pad command as the screen changes pictures. For example, when the first screen change occurs, press left, and when it changes again, press right and so on. It's tough but it's worth it to see Skullo do his Ultraman-esque beam attack!

STREET FIGHTER OLYMPIC EDITION

By holding down weak punch, medium kick, strong punch, and down after Skullomania's Skullo Tokachev or C Jack's Batting Hero/Soccer Ball kick, a little sporting oddity occurs. With the Tokachev, a points counter will appear in the bottom right hand corner and Skullo will be judged on his gymnastic abilities. Manage to achieve 10.00 and an invisible crowd will applaud and a 'BRAVO' will show above the timer. With C.Jack's Batting Hero/Soccer Ball Kick, a little Japanese text will appear in the same corner and indicate that you've scored 1 point or if it's an especially good strike, a homerun!!



© Every hit of Skullo's hidden "firecracker" is to the nuts of the other character! Awesome move!

computer VICEO games

PlayStatio

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REET FIGHTER EX PLU

ALPHA GUIDE

FREEPLA

13

la e want to know who are the WW best gamers in the World. We already know that all of them read CVG, so we want your highest

scores to print here in FreePlay. Take a new game, get brilliant at it and send us your best score on a piece of paper or shaven animal. Keep some proof of the score in case we ask for it, either as a video, photograph or saved game. Also include the three-digit "tag" name you enter whenever you get a high score so that everyone else can look out for your mark at the arcades. Stop wasting gaming time - get to it!

HIGH SCORES, CVG,

37-39 MILLHARBOUR, THE ISLE OF DOGS, LONDON, EI4 9TZ

V-RALLY (PLAYSTATION)

EASY

55"84 Corsica Chris Maybray, Leicester Indonesia 1'00"88

Loosveld Kevin, Belgium

Spain 59"48 Chris Maybray, Leicester 1'12"24 England

Loosveld Kevin, Belgium

MEDIUM

Safari 1'03"48 Loosveld Kevin, Belgium New Zealand 1'27"00 Loosveld Kevin, Belgium England 1'01"76

Loosveld Kevin, Belgium

Corsica 58"52 Chris Maybray, Leicester

1'05"44 Indonesia Loosveld Kevin, Belgium

1'18"92 Alps Loosveld Kevin, Belgium

DESTRUCTION DERBY 2 (PLAYSTATION)

Pine Hills Raceway 22"79 Mark Rainford (RAZOR), Wigan

Chalk Canyon 49"90 Mark Rainford (RAZOR), Wigan

SCA Motorplex 37"83 Mark Rainford (RAZOR), Wigan

CAPRIO COUNTY RACEWAY 21"51 Mark Rainford (RAZOR), Wigan

BLACK SAIL VALLEY 31"19 Mark Rainford (RAZOR), Wigan

LIBERTY CITY 22"07

Mark Rainford (RAZOR), Wigan

ULTIMATE DESTRUCTION 32"63 Mark Rainford (RAZOR), Wigan

RESIDENT EVIL (PLAYSTATION)

Game Complete 01:40'03 Alex Haas, Holland Game Complete (with Rocket Launcher)

01:24'29

Michael Lai, Liverpool

SOUL BLADE (PLAYSTATION)

0'19"16 (Voldo) Arcade Mode Matthew Hopkins (MAT), Crewe

Special Weapon Survival Mode 474 wins (Rock) Kinkye Yeung (KIN), London



This is getting a bit excessive, don't you think? Playing to 474 wins must have taken hours!

RAGE RACER (PLAYSTATION)

MYTHICAL COAST

0'49"334 Best Lap Kevin Mackay, Malta 2'33"351 Best Race Kuljeet Chauhan, Southall

MYTHICAL COAST REVERSE

Best Lap 0'48"871 Michael Lai, Liverpool 2'30"246 Best Race Michael Lai, Liverpool

OVERPASS CITY

Best Lap 1'12"717 **Kuljeet Chauhan, Southall** Best Race 3'45"864 **Kuljeet Chauhan, Southall**

OVERPASS CITY REVERSE

Best Lap 1'11"979 Miroslav Jeftic (M.J), Ruma, Yugoslavia Best Race 3'41"441 Miroslav Jeftic (M.J), Ruma, Yugoslavia

LAKESIDE GATE

Best Lap 1'03"713 Michael Lai, Liverpool Best Race 3'18"552 Michael Lai, Liverpool

LAKESIDE GATE REVERSE

Best Lap 1'09"995 Michael Lai, Liverpool 3'34"983 Best Race Michael Lai, Liverpool

EXTREME OVAL

Best Lap 0'20"360 Palvinder Singh (GUGGIE), Bradford

Best Race 2'06"220 Adi Wells, York

Scotland

EXTREME OVAL REVERSE

Best Lap 0'21"254 Steve Edwards, Maidstone Best Race 2'11"242 Michael Jamieson (MDJ),

TEKKEN 2 (PLAYSTATION)

117 Wins (Lei Wulong) **Arjun Singh Panejar, Games** Domain

Time Attack 1'38"26 (Lee Chao Lan) Paul Powell (POW), Pontypridd

WIPEOUT 2097 (PLAYSTATION)

Phantom Class Times

TALON'S REACH

0'17"1 Best Lap **Thomas Darbyshire, Lancashire** Best Race 1'30"8 **Revo Jaansoo & Toomas Veeber** (XL.), Amsterdam

SAGARMATHA

Best Lap 0'17"4 **Revo Jaansoo & Toomas Veeber** (XL.), Amsterdam Best Race 1'33"8 **Revo Jaansoo & Toomas Veeber** (XL.), Amsterdam

VALPARAISO

Best Lap 0'29"4 Graham Ndebele (TGN), Tyne Best Race 2'40"9 **Thomas Darbyshire, Lancashire**

PHENITIA PARK

Best Lap 0'27"0 **Revo Jaansoo & Toomas Veeber** (XL.), Amsterdam Best Race 2'25"3 **Revo Jaansoo & Toomas Veeber** (XL.), Amsterdam

GARE D'EUROPA

Best Lap 0'31"7 Graham Ndebele (TGN), Tyne & Wear Best Race 2'45"1

Graham Ndebele (TGN), Tyne & Wear

ODESSA KEYS

Best Lap 0'31"2 Graham Ndebele (TGN), Tyne & Wear Best Race 2'49"7 **Thomas Darbyshire, Lancashire**

VOSTOK ISLAND

Best Lap 0'30"4 **Revo Jaansoo & Toomas Veeber** (XL.), Amsterdam Best Race 2'40"9 **Revo Jaansoo & Toomas Veeber** (XL.), Amsterdam

SPILSKINANKE

Best Lap 0'25"5 **Thomas Darbyshire, Lancashire** Best Race **Thomas Darbyshire, Lancashire**

MARVEL SUPER HEROES (IMPORT SATURN)

Best Score 1,632,800 (Iron Man)

Stephen Wake, Doncaster **Best Time** 16"81 (Juggernaut) Stephen Wake, Doncaster

SONIC JAM (SATURN)

SONIC THE HEDGEHOG 1

(Time Attack)

Green Hill Zone 1 25"91 Nathan White (NAT), London Green Hill Zone 2 17"71 Nathan White (NAT), London

SEGA RALLY (SATURN)

Still going strong.

DESERT

0'49"51 Best Lap **Andy Beeching, East Sussex** Best Race 2'30"78 **Andy Beeching, East Sussex**

FOREST

Best Lap 1'09"60 **Andy Beeching, East Sussex** Best Race **Andy Beeching, East Sussex**

MOUNTAIN

1'05"15 Best Lap **Andy Beeching, East Sussex** Best Race 3'17"76 **Andy Beeching, East Sussex**

LAKESIDE

Best Lap 1'06"10 **Andy Beeching, East Sussex** Best Race **Andy Beeching, East Sussex**

SONIC 3D (SATURN)

Green Grove Zone Boss beaten in 39 seconds

Sarah Cabry (GEM), Sheffield

SATURN BOMBERMAN (SATURN)

Master Game completed 305860 Richard La Ruina (RIK), Cambridge

VIRTUAL ON (SATURN)

Game Complete (Hard, Temjin, No continues used) 6'33"35 Romeo Mazzei (R.M), **Amsterdam**

MANX TT (SATURN)

LAXEY COAST

0'52"84 Best Lap Steve Lyth, Whitby Best Race 2'43"80 **Andy Beeching, East Sussex**

TT COURSE

Best Lap 1'05"48 **Andy Beeching, East Sussex** 3'19"36 Best Race **Andy Beeching, East Sussex**

LAXEY COAST REVERSE MIRROR Best Lap 0'52"84 **Andy Beeching, East Sussex**

Best Race 2'43"28 **Andy Beeching, East Sussex**

TT COURSE REVERSE MIRROR

1'03"56 Best Lap **Andy Beeching, East Sussex** Best Race 3'18"72

Andy Beeching, East Sussex

PREEPLAY

VIRTUA COP 2 (SATURN)

Virtua Cop 1 Mode Rank 1

14,501,900

Craig Paton (CWP), Glasgow

FIGHTERS MEGAMIX (SATURN)

Survival Mode, FV Setting, Wolf Stage

3 Mins, Rentahero 25 Wins Themis Bakas (ACE), Nunhead 7 Mins, Rentahero 49 Wins John Thompson (JON), Leyland 15 Mins, Rentahero 111 Wins Jim Grant (JIM), Isle of Wight

CHRISTMAS NIGHTS (SATURN)

9999+ Link Attack Nathan White (NAT), London 0'08"632 Time Attack Themis Bakas (ACE), Nunhead

SONIC INTO DREAMS Level and boss complete 4'01"226 Ryan Carline (RYE), Chester

NiGHTS (SATURN)

Puffy beaten with 102 remaining **Brian Lelas (GMB)** Reala beaten with 107 remaining William Curley, Surrey Jackle beaten with 104 remaining Ruverne Latchanna, South Africa Wizeman beaten with 78 remaining Nathan White (NAT), London Gillwing beaten with 109 remaining Themis Bakas (ACE), Nunhead Gulpo beaten with 107 remaining **Brian Lelas (GMB)** Clawz beaten with 100 remaining

351 Link (Spring Valley 1) Tom Russon (awaiting evidence) 93030 Points (Spring Valley 1) Tom Russon (awaiting evidence) 666960 Points (Spring Valley) Nathan White (NAT), London

Nathan White (NAT), London

326 Link (Mystic Forest 1) Nathan White (NAT), London 565420 (Mystic Forest) Nathan White (NAT), London

370 Link (Soft Museum 1) Nathan White (NAT), London

426Link (Splash Garden 1) Nathan White (NAT), London

379 Link (Frozen Bell 1) Nathan White (NAT), London 826100 Points (Frozen Bell) Nathan White (NAT), London

157040 (Twin Seeds) Nathan White (NAT), London

KING OF FIGHTERS '96 (SATURN)

Survival Mode (Level 8, Iori) 20'43 Yasuhiro Hunter (YAS), Oxford Arcade Mode (Level 8) 3,564,200

Yasuhiro Hunter (YAS), Oxford

STARFOX 64 (IMPORT NINTENDO 64)

185

Level One Score (Extra Mode) **William Murray, Northampton** 1410 **Total Score** Stephen Wake, Doncaster

TUROK: DINOSAUR HUNTER (IMPORT NINTENDO 64)

Training Mode 2'37 Sam Vanhkonen, Finland

SUPER MARIO 64 (NINTENDO 64)

Koopa The Quick 17"0 Andrew Densley (ACD), Bath Princess Slide 31"2 **Chris Murphy, Manchester** Level 13 180 coins Michael Lai, Liverpool

STAR WARS: SHADOWS OF THE **EMPIRE** (NINTENDO 64)

Mos Eisley and Beggars Canyon 3 minutes, 38 seconds

David Macfarlane (DSJ), Glasgow

MARIO KART 64 (IMPORT NINTENDO 64)

Quite a surprise in the Mario Kart 64 scores this month. It's one of the most popular games with you lot sending times in, but this issue is dominated by the mysterious 'Ultimate'! The strange gamer sent in photographic proof of every one of his/her times with "Good record" or "Bad record" written on each. Looks like we've got a new challenger!



One of the many pictures sent by 'The Ultimate'. The best lap is clearly shown as just 5"72!

LUIGI RACEWAY

32"79 Best Lap Stephen Wake, Doncaster **Best Race** 1'42"28 The Ultimate (TUL), The Netherlands

MOO MOO FARM

26"02 Best Lap Chris Kelly (CKI) 1'19"34 Best Race The Ultimate (TUL), The Netherlands

KOOPA TROOPER BEACH

28"03 Best Lap The Ultimate (TUL), The Netherlands 1'26"17 Best Race The Ultimate (TUL), The Netherlands

KALIMARI DESERT

35"00 Best Lap The Ultimate (TUL), The Netherlands 1'52"63 Best Race The Ultimate (TUL), The Netherlands

TOAD'S TURNPIKE

Best Lap 51"84 Chris Kelly (CKI) 2'37"98 Best Race Chris Kelly (CKI)

FRAPPE SNOWLAND

35"81 Best Lap The Ultimate (TUL), The Netherlands 1'48"34 Best Race The Ultimate (TUL), The Netherlands

CHOCO MOUNTAIN

30"60 Best Lap

William Murray, Northampton Best Race 1'33"37 William Murray, Northampton

MARIO RACEWAY Best Lap

17"92

Chris Kelly (CKI) Best Race

55"26 Marc Rebeiro (MAR), Penzance

WARIO STADIUM

05"72 Best Lap The Ultimate (TUL), The Netherlands 35"13 Best Race William Murray, Northampton

SHERBERT LAND

34"32 Best Lap Chris Kelly (CKI) 1'46"67 Best Race Chris Kelly (CKI)

ROYAL RACEWAY

Best Lap 50"04 The Ultimate (TUL), The Netherlands 2'32"73 Best Race The Ultimate (TUL), The Netherlands

BOWSER'S CASTLE

38"94 Best Lap Chris Kelly (CKI) 1'59"93 Best Race Chris Kelly (CKI)

DONKEY KONG'S JUNGLE PARKWAY Best Lap 14"50 The Ultimate (TUL), The Netherlands 52"12 Best Race The Ultimate (TUL), The Netherlands

YOSHI VALLEY

Best Lap 30"88 The Ultimate (TUL), The Netherlands 1'37"27 Best Race The Ultimate (TUL), The Netherlands

BANSHEE BOARDWALK

36"34 Best Lap Chris Kelly (CKI) 1'50"75 Best Race Chris Kelly (CKI)

RAINBOW ROAD

1'19"46 Best Lap The Ultimate (TUL), The Netherlands Best Race 4'02"74 The Ultimate (TUL), The Netherlands

WAVE RACE 64 (NINTENDO 64)

DOLPHIN PARK

Stunt Score 20800 jaime Smith (J_), CVG Magazine, London

SUNNY BEACH

0'20"869 Best Lap Barry Morgan (BAD), Luton 1'05"375 Best Race Stephen Wake, Doncaster 13187 Stunt Score Torkel Hanson (TH_), Edinburgh, Scotland

SUNSET BAY

0'21"171 Best Lap Barry Morgan (BAD), Luton 1'09"473 Best Race Barry Morgan (BAD), Luton

MARINE **FORTRESS**

14400

0'24"199

1'15"326

20480

Best Lap 0'23"760 **Chris Murphy** (CHR), Manchester Best Race 1'18"989

0'28"286

Chris Murphy (CHR), Manchester 20785 Stunt Score Torkel Hanson (TH_), Edinburgh, Scotland

Stunt Score

DRAKE LAKE

Best Lap

Best Race

Stunt Score

Torkel Hanson (TH_),

Edinburgh, Scotland

Stephen Wake, Doncaster

Stephen Wake, Doncaster

Torkel Hanson (TH_),

Edinburgh, Scotland

PORT BLUE

Best Lap

Stephen Wake, Doncaster **Best Race** 1'27"580 **Stephen Wake, Doncaster** 30665 Stunt Score Torkel Hanson (TH_), Edinburgh, Scotland

TWILIGHT CITY

0'29"310 Best Lap Stephen Wake, Doncaster 1'30"561 Best Race Stephen Wake, Doncaster 21565 Stunt Score Torkel Hanson (TH_), Edinburgh,

GLACIER COAST

Scotland

0'27"523 Best Lap Chris Murphy (CHR), Manchester Best Race 1'27"368 Chris Murphy (CHR), Manchester Stunt Score 31130 Torkel Hanson (TH_), Edinburgh, Scotland

SOUTHERN ISLAND

0'25"042 Best Lap Stephen Wake, Doncaster 1'19"552 Best Race Stephen Wake, Doncaster 17118 Stunt Score Torkel Hanson (TH_), Edinburgh, Scotland

TEKKEN 3 (ARCADE)

Game Complete (Kuma) 2'51"25 MC Okwuosa (MCO), Holloway

DEAD OR ALIVE (ARCADE)

Normal Mode 3'30"03 Kasumi E. Nettey (MAN), London

Burst Mode 3'47"31 Kasumi E. Nettey (MAN), London

HOUSE OF THE DEAD (ARCADE)

63480 Rank 1 Themis Bakas (ACE), Nunhead

VIRTUA STRIKER 2 (ARCADE)

Tournament won (Spain) 22 goals scored, 2 goals conceded Themis Bakas (ACE), Nunhead

ow! That's another hot issue of FreePlay out of the way! Was there anything of yours in it? If not, why not? It's easy to contribute to FreePlay - it is YOUR section of the magazine after all! If you've got gaming information that you think the rest of our readers will be interested in, send it to the address at the top of the page. Whatever you do, make sure that you write the section it's for in BIG LETTERS on the envelope. Or else, okay?

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO WRITE ON THE ENVELOPE WHAT IT CONTAINS (HIGH SCORES, FREE ADS. FANZINES, ETC). IF YOU DON'T, CHANCES ARE IT'LL TAKE A FEW YEARS LONGER FOR YOUR CONTRIBUTION TO APPEAR.

FREEPLAY

COMPUTER AND VIDEO GAMES, 37-39 MILLHARBOUR, THE ISLE OF DOGS, LONDON, E14 9TX



TIPS

Without copying them from other magazines, or even old issues of CVG, tell us the best tips for the latest games. Try and keep them for big, new games because we don't want to waste space printing the 'drop trousers' cheat for IK+ on the Amiga (you press the 'T' key, in case you're wondering). The best tips and cheats each month win a free game!

MOST WANTED

See the chart on the front page of FreePlay? That's where we find out what you really want to read about. Use the form below or put your choice on the back of an envelope when writing to us. Let us know what games you're most looking forward to, whether they've been officially announced or otherwise. Come on, you can make a difference!

HIGH SCORES

Every month the High Scores section gets more popular. It's your chance to prove that you're the best in the world at your favourite game, or to have a laugh at everyone else's scores. Put your best achievements down on paper and keep some proof, then let us know about it! It's as easy as 1, 2, uh... 4.

PREE ADS

The new name FreePlay Free Ads speaks for itself. It's the section of FreePlay where you have to pay £20 to place an advert. Not really they're free! It'll cost you nothing to place a message where you can buy, sell or swap almost anything, even friends! One condition - just make sure everything's legal.

ART/CARTOONS

Hunter the dog from Hell calms down when he receives good artwork. Send him any drawings or cartoons you've done and he'll print his favourites. He'll drop a turd on the rest.

PREEPLAY PAN

What's your favourite game of all time? Why? What's so great about it? Don't just tell your mates, tell the world! We'll print your letters of luurve in FreePlay Fan.

FANZINES

The dictionary says: fanzine (fan,zeen) n. a small-circulation magazine produced by amateurs for fans of a specific interest, pop group, etc. We say: "Send it to us and we'll hype it into Mir's orbit."

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